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RICKY SCHRODER Meet the star of **Silver Spoons**

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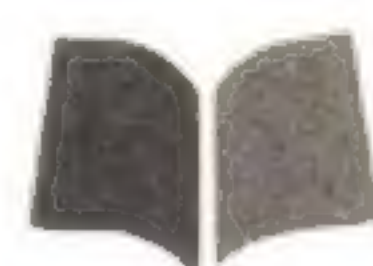
Off the Record Winners!

**Congratulations to the following
Off the Record/Rick Springfield
winners, who each won a copy of
the hit LP, *Success Hasn't Spoiled
Me Yet*: Donna Cain, Willingboro,
NJ; Sara DeMart, Charlotte, NC;
Kirsten Kmiecik, Apple Valley, CA;
Patrick Marlow, Center Point, IA;
Vance Shafer, Anoka, MN.**

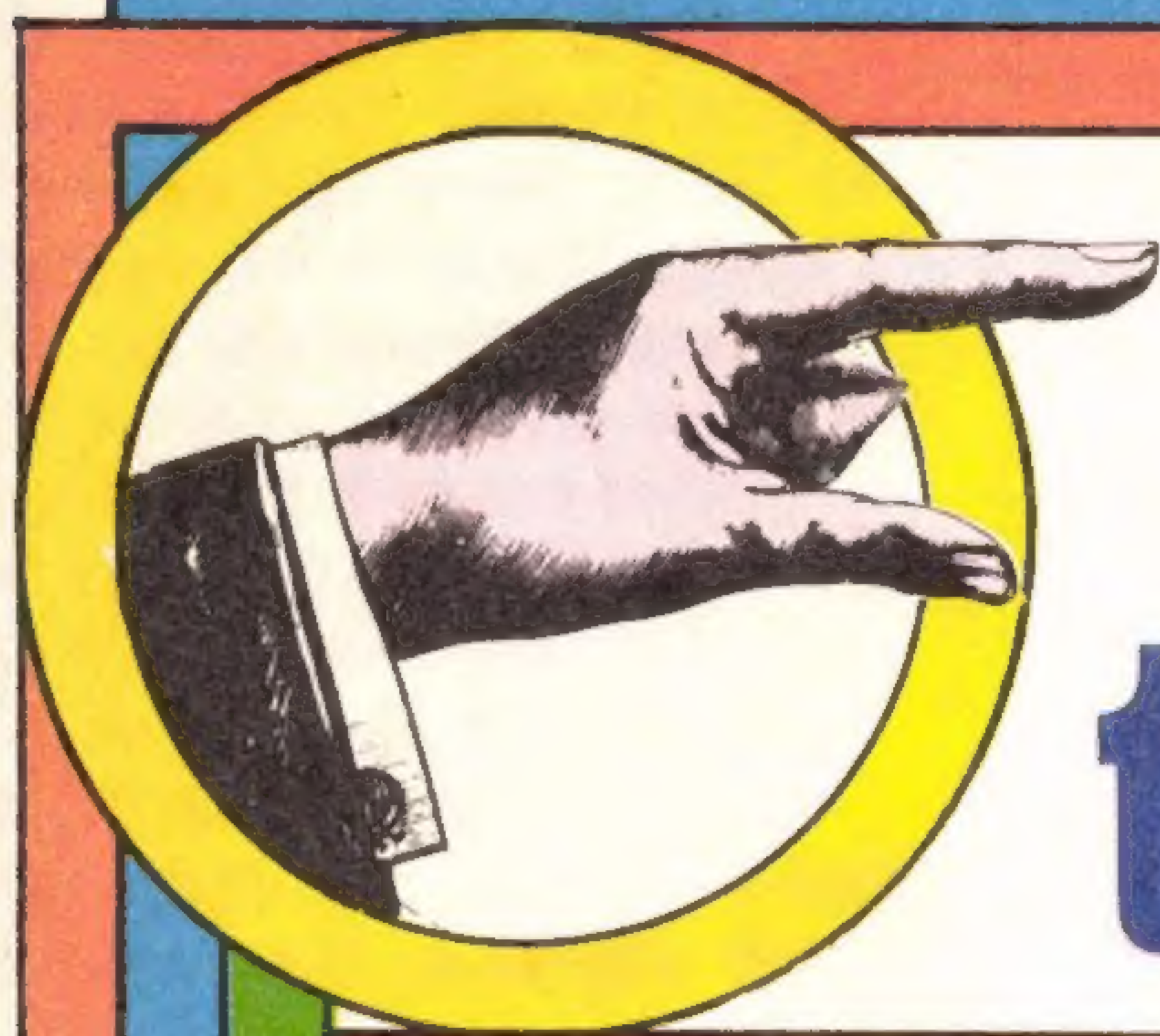
Answers to *ARCADE* Video Game Screen Test

- | | |
|---|--|
| 1. Donkey Kong — (Home) Colecovision | 7. Gorf — (Home) CBS Video Games |
| 2. Wizard of Wor — (Home) CBS Video Games | 8. Donkey Kong — (Arcade) Nintendo |
| 3. Turbo — (Home) Colecovision | 9. Ms. Pac-Man — (Arcade) Bally Midway |
| 4. Pac-Man — (Arcade) Bally Midway | 10. Tron — (Arcade) Bally Midway |
| 5. <i>The Empire Strikes Back</i> — (Home) Parker
Brothers | 11. Venture — (Home) Colecovision |
| 6. Pac-Man — (Home) Atari | 12. <i>E.T.</i> — (Home) Atari |
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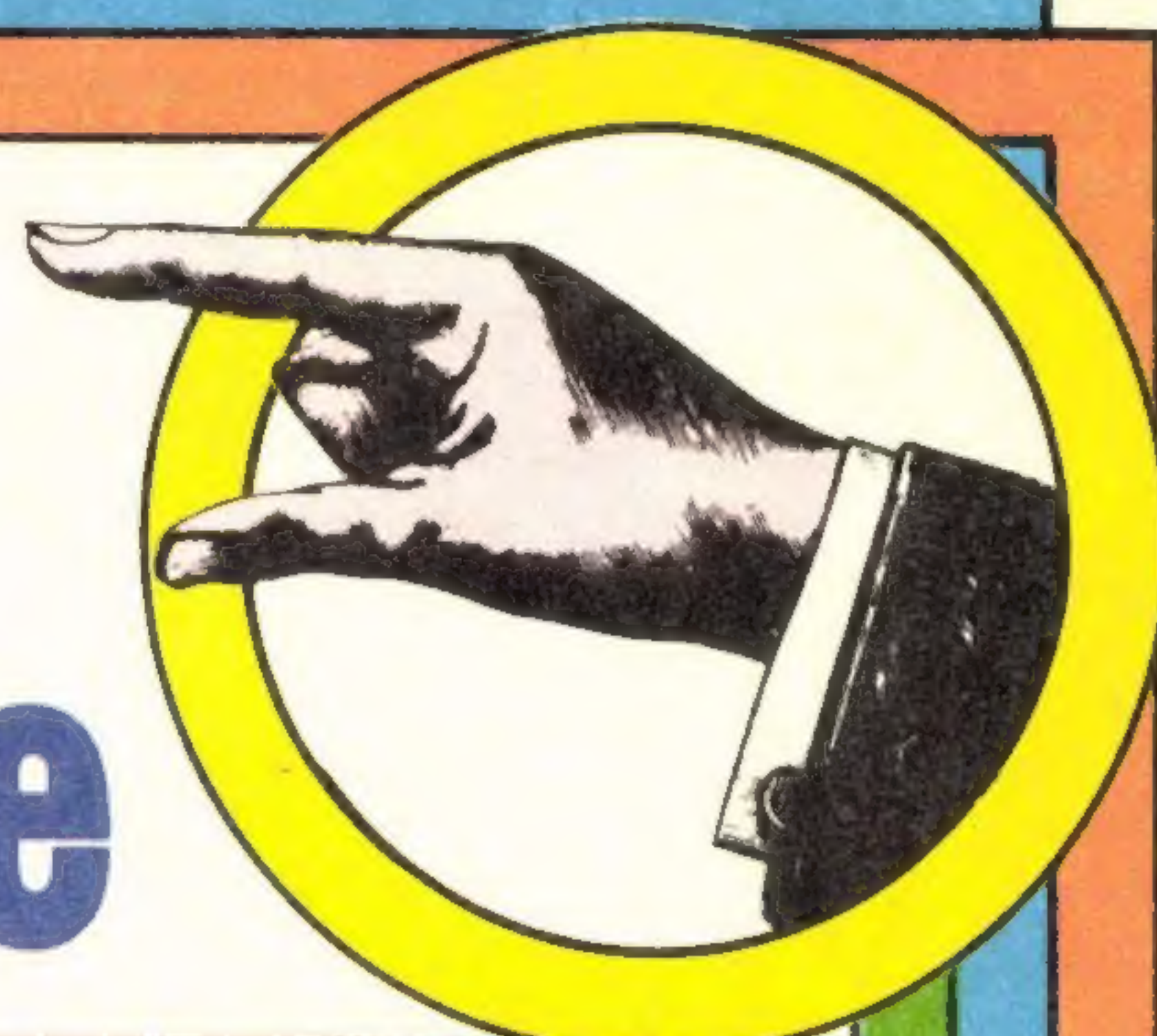
Dynamite and *ARCADE* are a Dynamite combination made especially for Wiz Kids everywhere. Love letters and floods of fan mail should be sent to Editor: Linda Aber. Art Direction: Greg Wozney Design. Managing Editor: Chip Lovitt. Assistant Editor: Pat Brigandi. Contributing Editor: Suzanne Lord. Production Editor: Cathy Petrone. Assistant Manufacturing Manager: Naomi Claudio. Publisher: Sheldon Sturges. Business Manager: Fred Bruno. Editorial Director: Jane Stine.



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Handy Guide to What's Inside



10. Next Stop — *The Twilight Zone*:

All about the weirdest weekly TV series ever!

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6. Ricky Schroder is Dynamite: Meet the shining star of *Silver Spoons*!

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Dynamite's MMmm-credible Edible Art Contest!

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When you've finished reading *Dynamite*, the fun isn't over. You'll flip for *ARCADE*, too! Just close *Dynamite*, turn it over and upside down, and you'll be ready to read *ARCADE*!

MEET RICKY SCHRODER

Silver Spoons' Shining Star

He's only thirteen years old, but Ricky Schroder has already made it to the top in modeling, movies, and television! You may have seen him in a movie called *The Champ*. Or you may have caught him in the TV movie, *Little Lord Fauntleroy*. And now Ricky is seen every week

in his first regular TV series, *Silver Spoons*. He's a busy guy, but not too busy to take time out to talk with *Dynamite*. We caught up with him just as he was about to leave for school, and we asked him how he got started in show business.





"Well, I started modeling professionally when I was about two months old," Ricky explained. "My older sister, Dawn, started modeling first, and I sort of followed in her footsteps. Then when I was seven I did a movie, *The Champ*. That was my first time acting."

Ricky was a knockout in *The Champ*. And since then, he's appeared in other films and on TV with top stars, such as Alec Guinness, Jon Voight, and Faye Dunaway. Is he nervous working with such big stars? "No," Ricky told us. "They're regular people, like me."

This works the other way, too, when kids are nervous around Ricky. "If somebody's nervous or something, I'll just say I'm a regular person, too, and they relax. My friends don't treat me any differently at all, you know," he told us. "Some people do, but most people don't really."

Dynamite asked Ricky which, out of all the characters he's played, is the most like him in real life. "Probably Ricky

Stratton, on my TV series," Ricky said right away. "I'm like him in just about every way." How are the two Rickys alike? "Well, I'm pretty smart. I mean," he continued modestly, "I'm sharp, I think."

Also, like the TV Ricky, he gets to make some of his own decisions. For example, he explained, "If I save up money, I can buy something I want. But if I want something for Christmas or my birthday, I just say what I want, maybe three or four things, and then my parents pick one. When it comes to deciding about whether or not I'm going to do a movie — well, we all talk about that."

Does he like video games as much as the TV Ricky does? "Oh, I love them," he said enthusiastically, "any of them!" What about having the same name on TV and in real life? Is that confusing? Ricky just laughed and said, "Nah. It's part of the contract!"

Since he's done movies and TV work, we wondered if he thought about going

onstage. "I did a play once," Ricky told *Dynamite*. "It was Broadway — a one-time deal. It was like a charity thing. It was all right, it was good fun, but as far as doing it all the time, I don't think so."

What kinds of things, we asked, would he like to do if he had the chance? "What I'd really like to do," he told us, "is a *Star Wars* type of thing!" *Dynamite* thought this was a great idea. After all, there haven't been any kids in the episodes yet. George Lucas, are you listening???

Ricky loves sports almost as much as he likes acting. When he's not working, he told us, he likes playing baseball. "In fact," Ricky said, "if I don't keep on acting, I'd like to play professional baseball or football."

Would he really give up acting some day? "It all depends," he told us. "I like acting. It's fun. If I didn't like it, I wouldn't do it! But it might change. I might, some day, not like acting any more."

"Right now, though," he continued, "there's nothing I don't like about it! Well, sometimes I wish I could get up later in the morning!"

What things are coming up in Ricky's film future besides more episodes of *Silver Spoons*? "Well, I think we might do

another movie," he told *Dynamite*. "We have a couple of scripts to look at, so I don't know which one we're doing yet."

Dynamite asked Ricky to take a flight of fancy and tell us what his life would be like if he could do anything he wanted. "I don't really have a fantasy," Ricky answered. "I'm not that type of person. I don't look 10 years ahead. Right now, I just take one step at a time. Anyway, I don't need to fantasize because I'm happy in my life right now!"

Suddenly, Ricky looked at the clock and said, "I gotta go, all right?"

But Ricky had time for one more question before he left for school. We asked him if he had any words of advice for our readers, especially if they were thinking of getting into acting.

"Well," he said, "I'll say, if anybody out there wants to get into acting, that they should only act when it's fun. And as soon as it gets not fun — STOP!"

Ricky gets a lot of fan mail. "We get about 1,000 letters a week," he told *Dynamite*, "and my Mom reads every one and answers them all. And I write the autographs down."

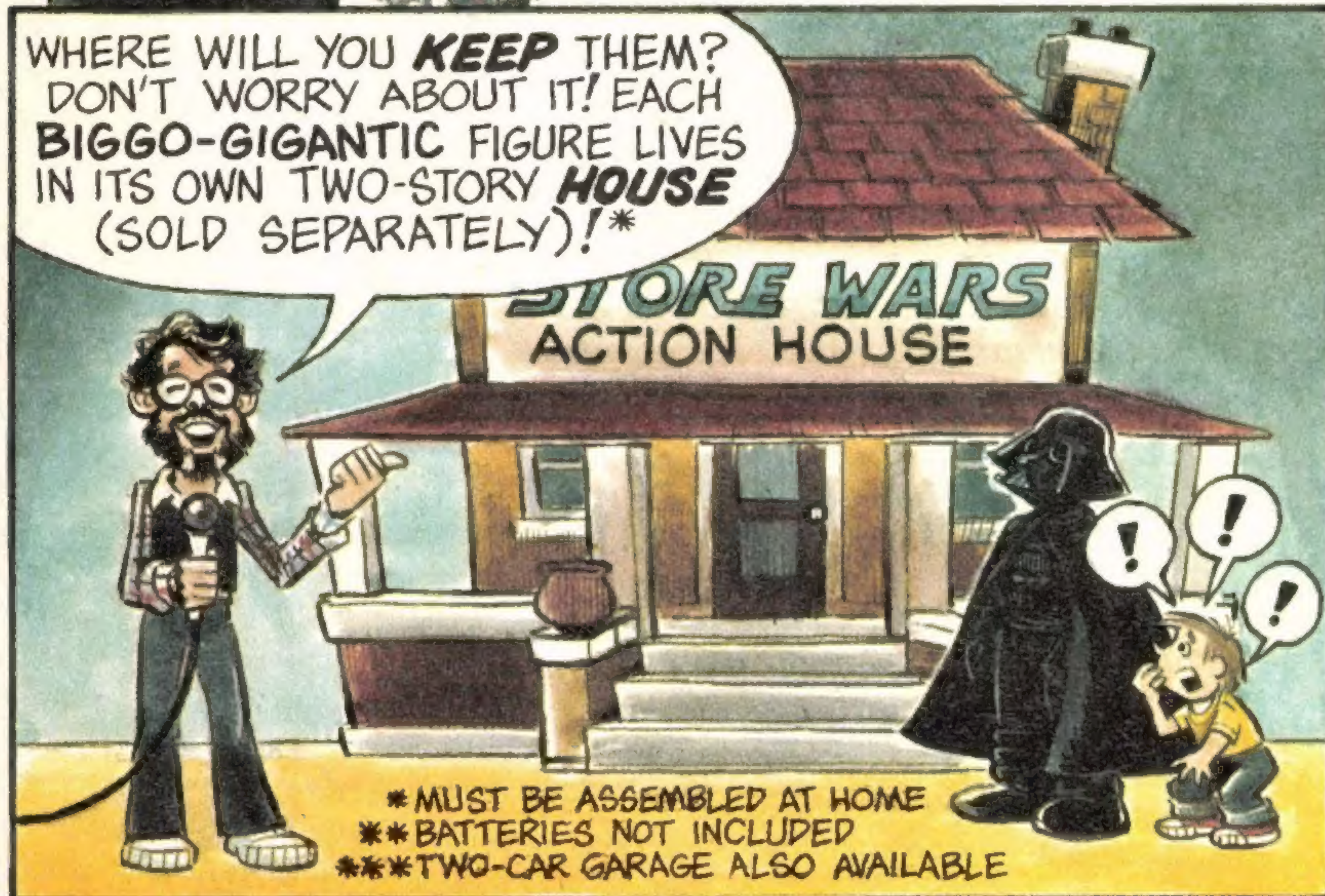
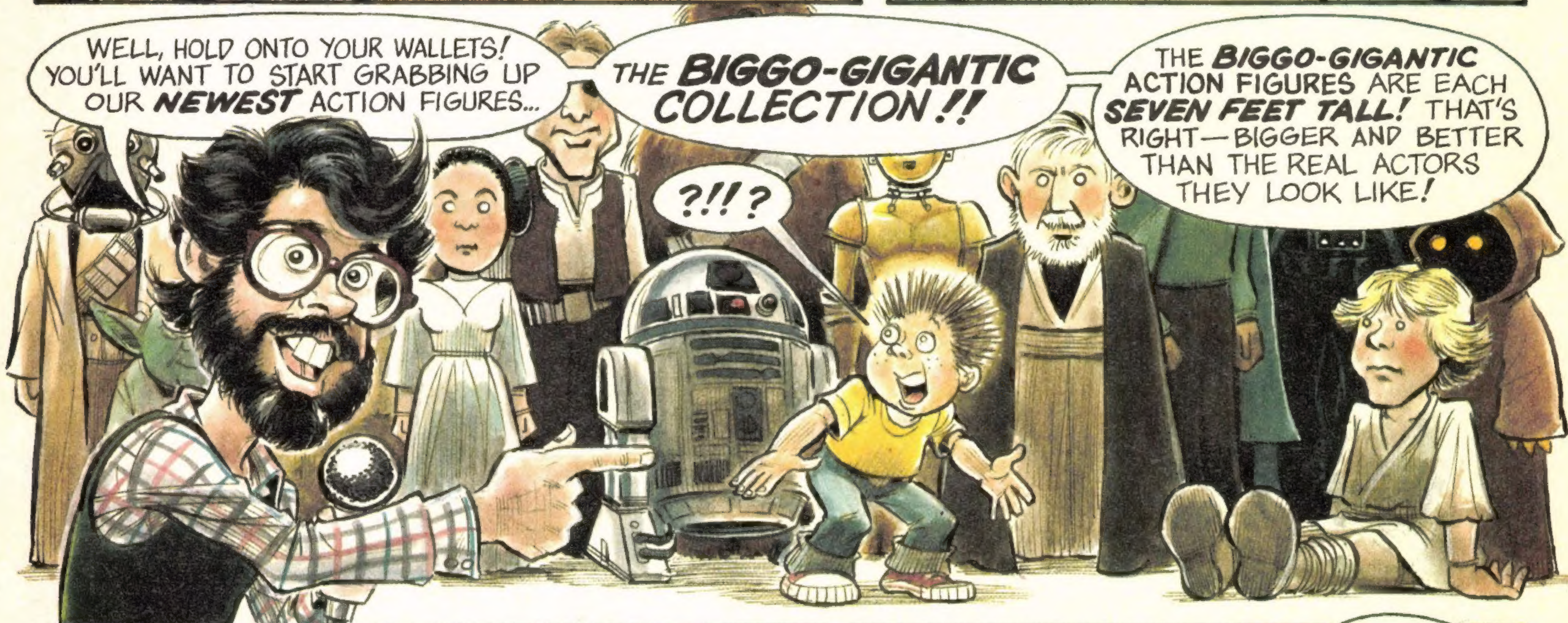
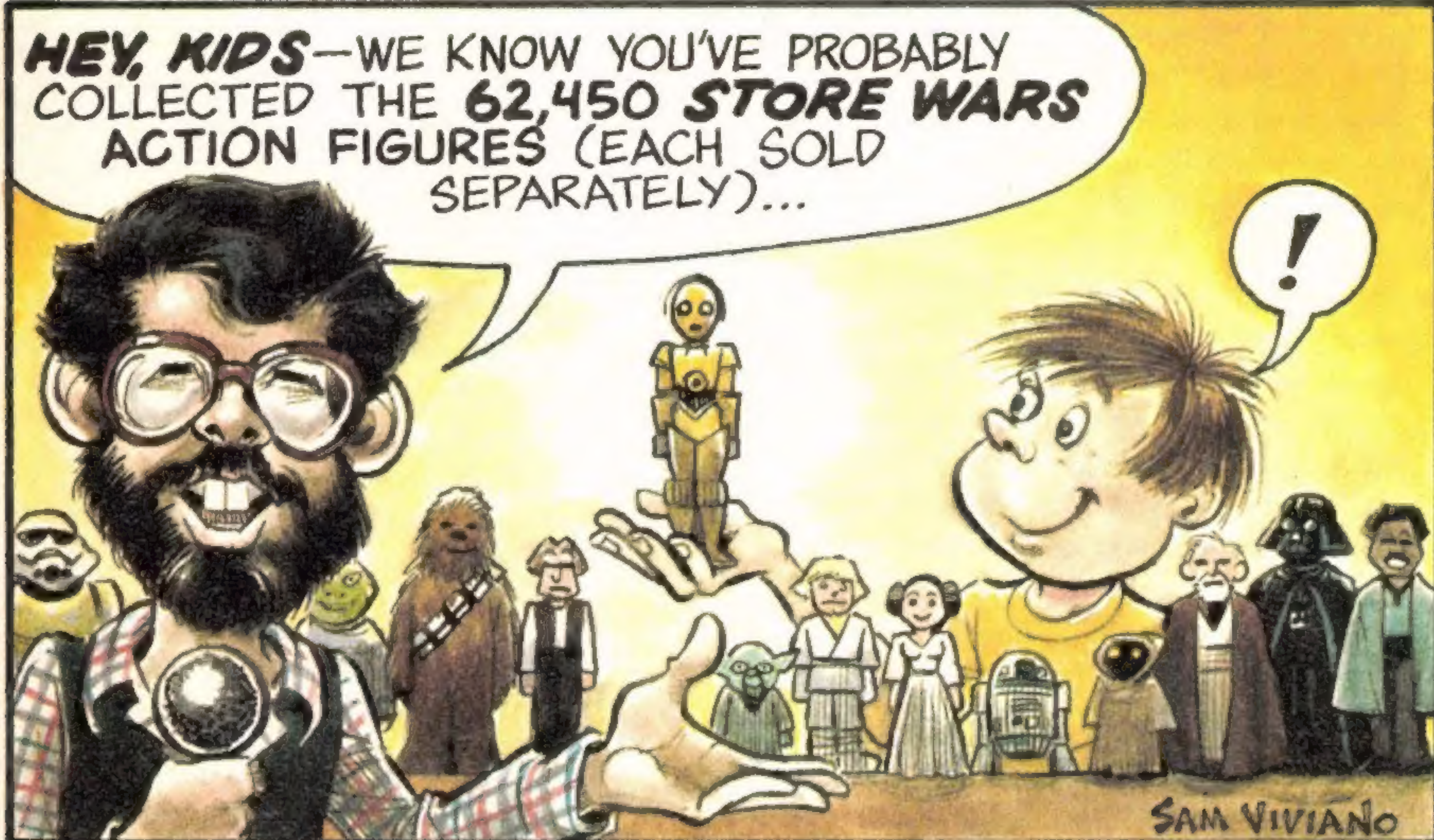
If you'd like to write to Ricky Schroder, send your letter to:

**NBC/Burbank
3000 W. Alameda
Burbank, CA 91523**

— Suzanne Lord



And Now A Word From Our Sponsor



STORE WARS ACTION FIGURES

THE TOYS YOU KEEP COLLECTING AND COLLECTING—BECAUSE WE KEEP MAKING MORE!

NEXT STOP— THE TWILIGHT ZONE!

"There is a fifth dimension beyond that which is known to man. It is a dimension as vast as space and as timeless as infinity. It is the middle ground between light and shadow, between science and superstition, and it lies between the pit of man's fears and the summit of his knowledge. This is the dimension of the imagination. It is an area that we call — the twilight zone."

With these words, Rod Serling used to welcome viewers to TV's weirdest weekly show. Serling was the genius behind this fantastic series. He created it, co-produced it, and wrote many of its scripts.

The Twilight Zone ran for five years, and it established Serling's reputation as an Emmy-winning writer. Now the show is in syndication, and a whole new generation is being turned on by it.



Rod Serling, the creator of *The Twilight Zone*.

Why was *The Twilight Zone* such a crowd pleaser? One big reason was Serling's genius for finishing each episode with a surprising, and often chilling, ending. In one episode, Burgess Meredith plays a nearsighted bookworm whose wife never lets him read. Later, he is the only survivor of a nuclear attack, and he is overjoyed to learn the local library still stands. At last he will be able to read! But just as he is about to settle into a good book, he drops his only pair of glasses, steps on them, and they shatter! The show ends.

Then there were those close encounters among ordinary people and extraordinary beings, such as in "The Monsters Are Due on Maple Street." In that

episode, aliens land on earth and create fear and confusion in a small town just by making all the lights and machines turn on and off. Eventually, the townspeople turn against each other, making it even easier for the aliens to take over the town.

The Twilight Zone featured an amazing array of good actors who later became big stars. Traveling through *The Twilight Zone* were such stars as Robert Redford, Carol Burnett, Robert Duvall, Charles Bronson, Lee Marvin, Peter Falk, James Coburn, Elizabeth Montgomery, Jack Klugman, William Shatner, Leonard Nimoy, Telly Savalas, Martin Balsam, Bill Bixby, Johnathan Winters, Ted Knight, Cliff Robertson, Mariette Hartley, Robert Klein,

Dennis Weaver, and even Don Rickles!

ENTERING THE ZONE

When *The Twilight Zone* first appeared on October 2, 1959, no one expected it to become one of TV's most talked-about shows. Critics were expecting a mediocre rehash of old horror films. But Serling had much higher ambitions for his eerie brainchild.

"It's not a monster rally or a spook show. There will be nothing formula in it, nothing so nostalgically familiar that the audience can join the actors in duets," Serling announced. "*The Twilight Zone* is what it implies: that shadowy area of the almost-but-not-quite; the unbelievable told in terms that can be believed."

The Twilight Zone was Serling's baby, and, in the beginning, he had to battle to get and keep it on the air. It was the first quality network sci-fi/fantasy show, and the public had never seen anything like it. At first, the ratings were low. CBS and the show's sponsors were seriously thinking of canceling it.

But Serling stood firm. He was used to fighting network executives and sponsors for what he believed in. After all, he had been a Golden Gloves boxer and a World War II paratrooper, and he didn't scare easily.

Lee Marvin ventured into *The Twilight Zone*.



Serling had begun writing after the war. In 1955, he won his first Emmy Award for the TV play, *Patterns*. A year later, *Requiem For A Heavyweight* earned him another Emmy, plus the first Peabody Award ever given to a writer. In 1957, Serling won a third Emmy for *The Comedian*.

He was TV's most successful writer. But in the late '50s the times were changing and so was TV. Serling's serious dramas were running into censorship problems. The networks began to bow down to commercial sponsors, and Serling felt frustrated.

So Serling began to plan his great leap forward from realistic drama to far-out fantasy. "I simply got tired of battling," he said. "You always have to compromise your script so that somebody — a sponsor, a pressure group, a network censor — doesn't get upset. The result is that you settle for second best."

But *The Twilight Zone* eventually proved that there was an audience for first-rate TV. The critics loved it, viewers tuned in, and the ratings began to climb.

Serling hired the best writers, directors, and actors he could find. In addition to his own, he also used scripts by Ray Bradbury (*The Martian Chronicles*), Richard Matheson (*The Incredible Shrinking*

William Shatner trekked through *The Twilight Zone* before he was a Star Trekkie!



Man), and Charles Beaumont (*The Seven Faces of Dr. Lao*). Serling worked hard to produce the 30 episodes shown each season. Each episode was shot in only *three* days!

As host of the show, Serling became a celebrity in his own right. But he remained as modest as ever. "I really don't like hosting," he said. "It's an ordeal. If I had to go on 'live,' I'd never do it. It's like boxing. I'm the only fighter in history who had to be carried both into and out of the ring!"

END ZONE

By the end of 1962, Serling had written 62 out of the 92 *Twilight Zones* that had been aired. He was tired. So was CBS. They decided to trade prestige for profit. *The Twilight Zone's* ratings were never in the top 10, but the critics and the show's loyal fans loved it. However, networks know that love doesn't pay the bills. The show was cancelled and replaced with a sit-com.

Serling left television to teach writing and to write film scripts. The sit-com that replaced *The Twilight Zone* flopped, and CBS decided to give Serling's show another shot — as a one-hour program. The longer time-slot didn't work. After only 13 episodes, the 60-minute version was axed. During the show's fifth season, it came back in half-hour form. But CBS had gone sour on the series. They cancelled it.

Serling went on with his successful writing and teaching career. And *The Twilight Zone* went into syndicated reruns. In 1975 Serling died, but his dream lives on. Oddly enough, the ratings for the reruns are higher now than they ever were during the show's original 1959–64 run. New generations of viewers daily enter that fifth dimension which is "as vast a space and timeless as infinity."

— Eve Ronan

If you would like to know more about this extraordinary series, you can read about it in *The Making of The Twilight Zone* by Marc Scott Zicree (Bantam Books).



Cliff Robertson starred in a shocking tale of a dummy who was no dummy!

NEXT STOP: THE TWILIGHT ZONE IN THE MOVIES!

One of the biggest fans *The Twilight Zone* ever had was a youngster named Steven Spielberg. As almost everybody knows, Steven grew up to be the director of the hit movies, *Jaws*, *Close Encounters of the Third Kind*, and *E.T.* Now he is busy wrapping up a production of *The Twilight Zone* for the movies. The movie actually is four separate stories, each filmed by a different director. One story is based on an old *Twilight Zone* TV script called "It's a Good Life." The episode stars Kathleen Quinlan and Kevin McCarthy, and it tells the story of a young boy who has super-normal mental powers. The boy's powers turn a small farming community into a terror-filled town. The story also features the talents of makeup artist Rob Bottin, who promises some hideous and imaginative effects. Three other stories have been completed, but very little information has been released and Spielberg is determined to make sure the stories' ending stay a surprise. One thing is certain, the movie is bound to attract plenty of new and old *Twilight Zone* fans.

— Chip Lovitt

WORLD'S THINNEST BOOKS

Thin is in. At least it is on the *Dynamite* bookshelf. As you can see from this collection of literary losers, these books are light on subject matter, but long on laughs. If you're looking for some light reading, check out these titles. They won't strain your brain — or your bookshelf!



The Unforgettable Sayings of Sports Commentators by M.J. Wards

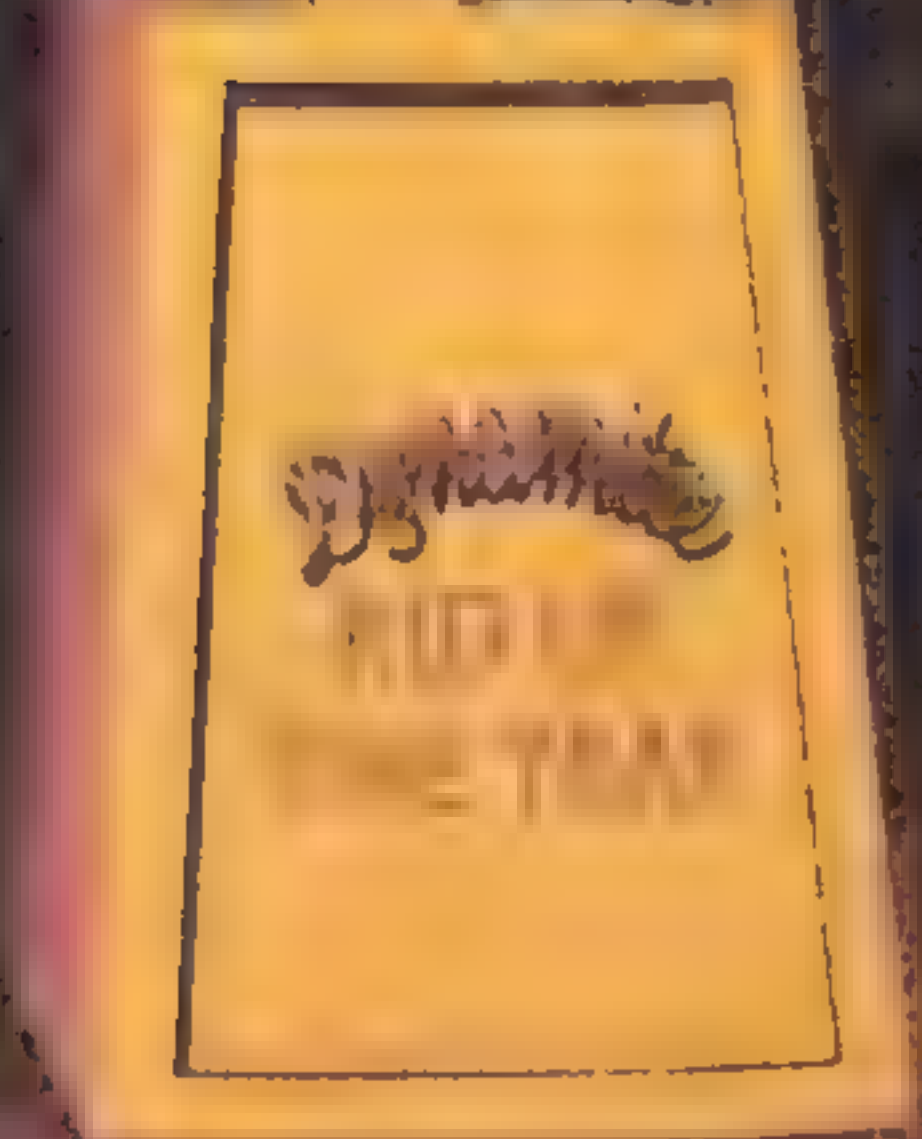
Great Campgrounds on Mt. St. Helens by Val Kano

My Complete Book of Two-Minute Hairstyles by Brooke Shields

My Tips for Making Friends by Darth Vader

GREAT SKI AREAS IN FLORIDA by Mel Ted Mess

The Collected Poems of the Dallas Cheerleaders



My Quiet Days in Baseball by Billy Martin

DIETS I LOVE by Garfield

THE E.T. PHONE BOOK

A Valley Girl's Guide to Nuclear Physics by Wanda Buysumclose



Straight Talk

Dr. Harvey Greenberg is a psychiatrist who has been working with kids and their parents for many years. Together they try to work out the problems of everyday life. If you have any problems or questions you would like to ask him, write to: Dr. Harvey Greenberg, *Dynamite*, 730 Broadway, New York, NY 10003. Each month, Dr. Greenberg will answer some of your letters. Sorry, no answers by mail.

"I Lost My Good Friend!"

Dear Dr. Greenberg,

I had a friend who was hit by a car while she was riding her bike. She died 24 hours after she was hit. I'm having problems getting over it. People tell me to go out and find new friends, but it makes me feel like I'm trying to block her out. I also feel that my other friends are trying to take her place. What do you think I should do?

Mixed Up, CO

Dear Mixed Up,

The people telling you to find new friends so soon after your friend's death probably have your best interests at heart. But their advice cannot be helpful to you at this point. Emotional wounds, like physical wounds, need time to heal. You are now going through a process called mourning or grieving, the time in which we remember all the wonderful qualities of the person who has passed away. We think of all the good times we spent together. We let ourselves feel the deep pain that comes out of knowing we can't have that person with us again, although we can have our warm memo-

ries of him or her. Then we are ready to let go — to say a true good-bye. This takes months, not weeks, to happen naturally.

When your time of mourning is over, you should discover that it will be easier to let new friends come into your life, without thinking you are being disloyal to the friend who has so sadly been taken from you.

"I Know It's Wrong But . . . !"

Dear Dr. Greenberg,

I've been letting a boy in my class cheat from my paper. I know it's wrong, but if I don't he teases me and gets everybody to laugh at me. I really don't want to let him cheat, but I don't know what to do.

Confused, NJ

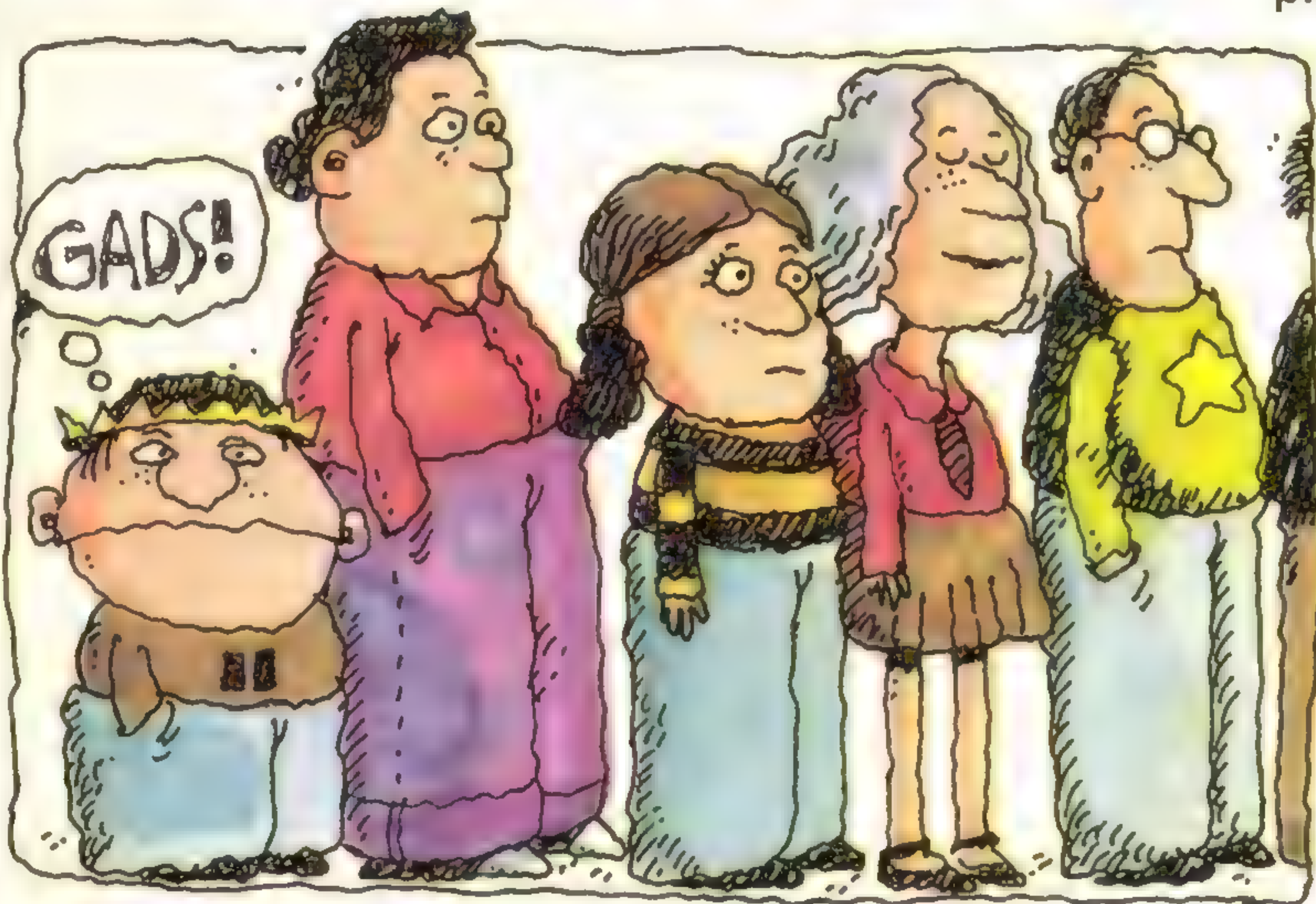
Dear Confused,

I really think you shouldn't be bullied into cheating. Let this person know that you just aren't going to help him anymore, no matter what he does. Tell him that you would rather stand up to the teasing than do something wrong. People like this are often cowards at heart and collapse when someone stands up to them.

But if he still gets your classmates to tease you, you must develop the courage to ignore it. Share this problem with someone else you can trust to see your side. Just one person helping you makes a big, big difference. Remember, the easiest way out isn't always the best. It is better to face some teasing, no matter how unpleasant it may be, than to behave in a way that goes against your basic nature and what you think is right.

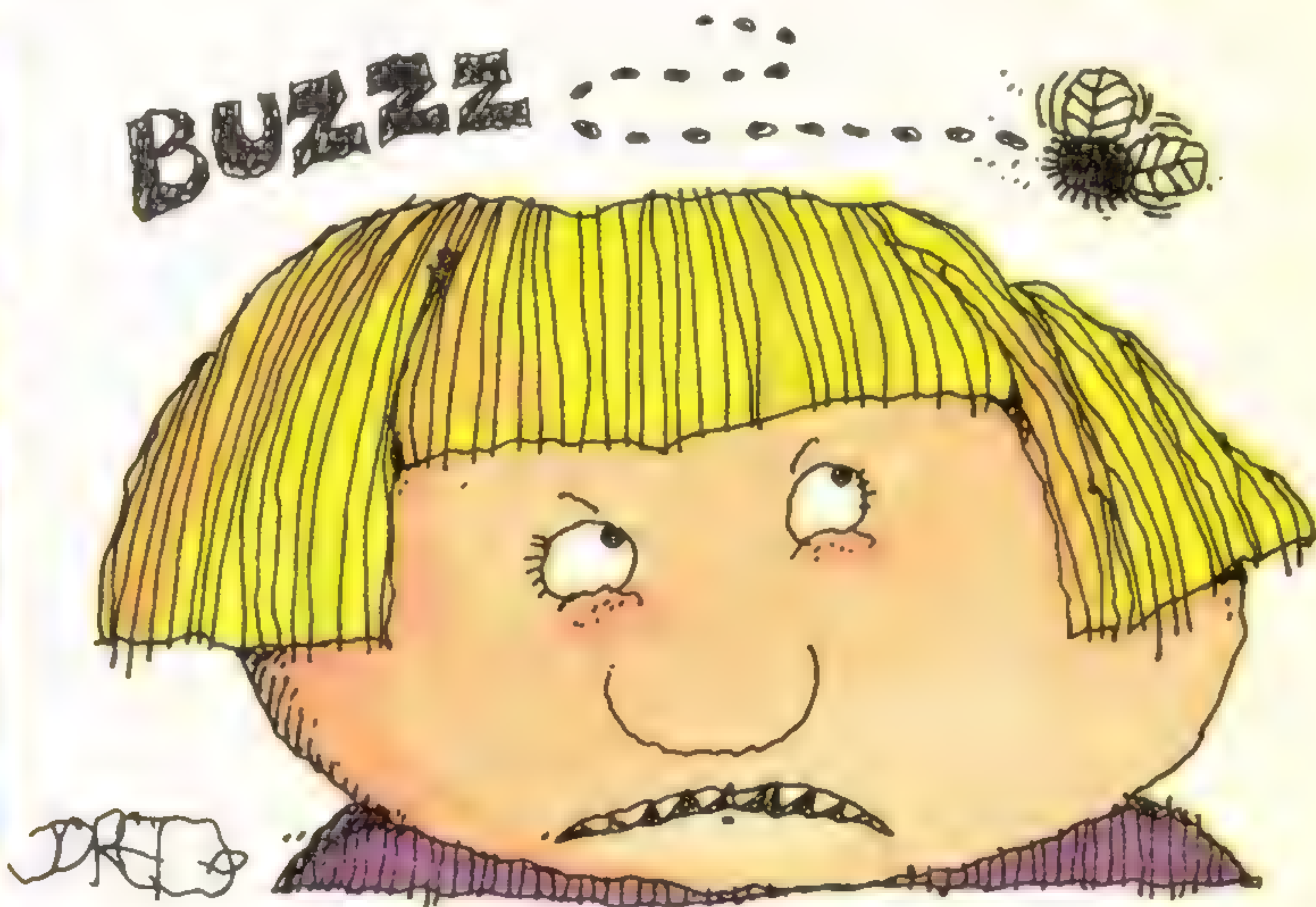
BUMMERS

Join the Group Gripe by sending in your own Bummer, and our *Dynamite* artist might pick your idea to illustrate. Send all cranky suggestions to: *Dynamite/Bummers*, 730 Broadway, New York, NY 10003. If we pick your Bummer, we'll send you \$5.00. If you don't hear from us, don't give up. You may still win one day! P.S.: You don't have to draw the picture.



Don't you hate it when you're last in the lunch line!

Dong Weon Huh, Houston, TX



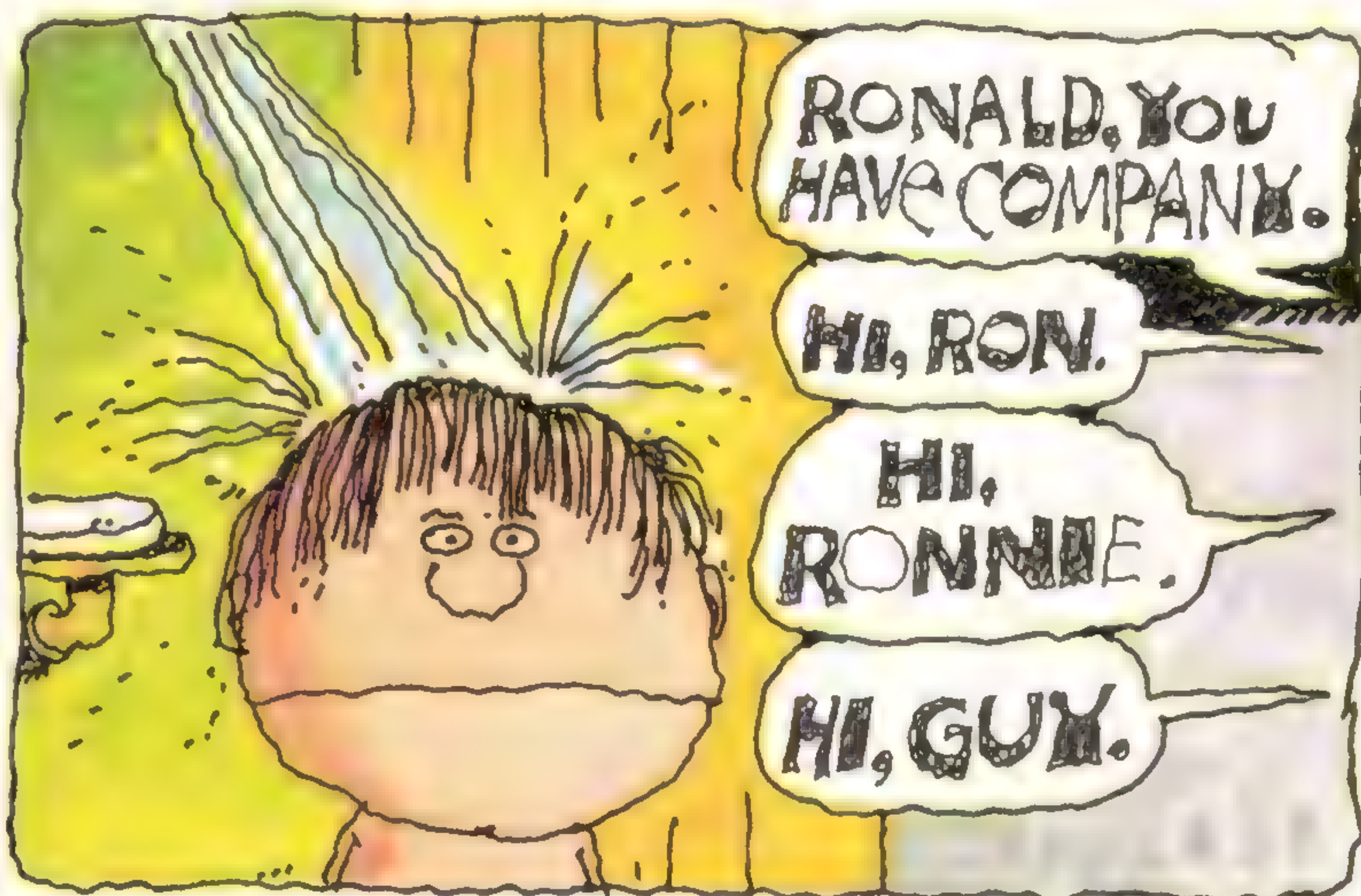
Don't you hate it when a fly keeps circling your head!

Laura Steffensmeier, Harvey, IL



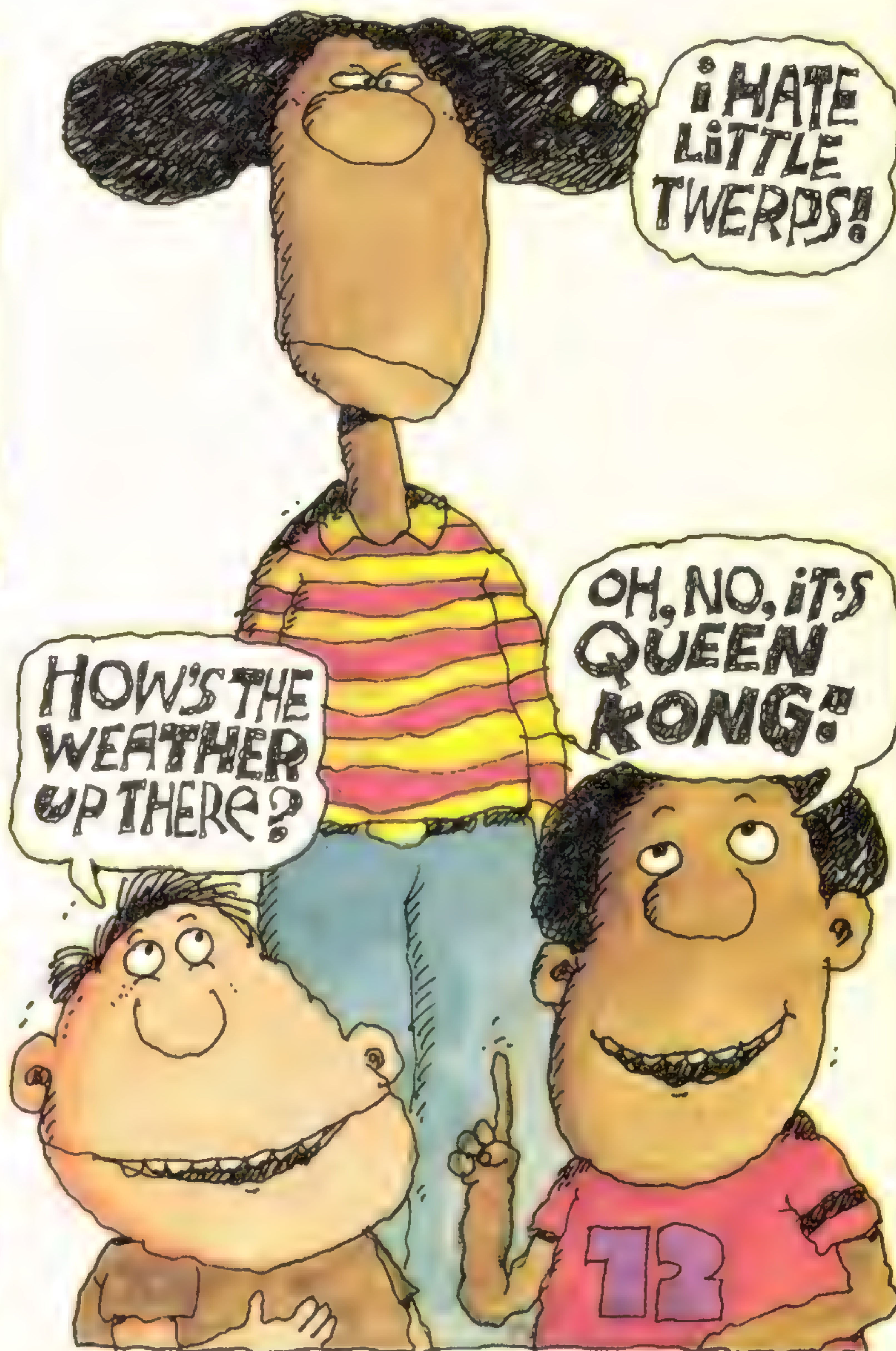
Don't you hate it when you're hungry and there's nothing to eat in the refrigerator!

Yolanda Henderson, Chicago, IL



Don't you hate it when you're in the shower and your friends come over!

Scotty Rice, Prince Edward Island



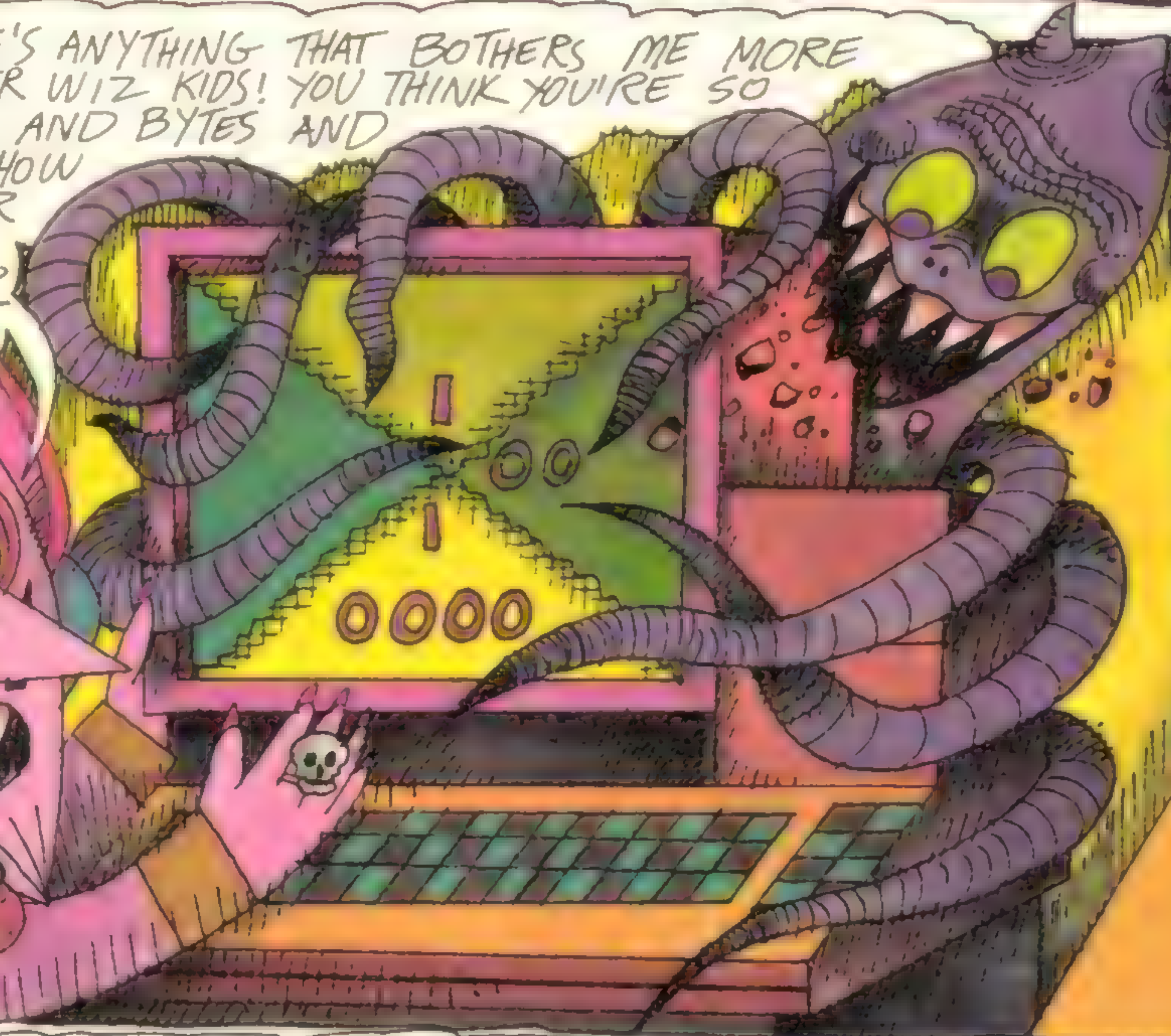
Don't you hate it when you're the tallest kid in the class — and you're a girl, too!

COUNT MORBITDA'S

MONTHLY PUZZLE PAGES



CRYPT CRUMBS! IF THERE'S ANYTHING THAT BOTHERS ME MORE THAN KIDS, IT'S COMPUTER WIZ KIDS! YOU THINK YOU'RE SO SMART WITH YOUR BITS AND BYTES AND RAMS AND ROMS. I'LL SHOW YOU... THIS WORDFINDER IS FULL OF COMPUTER WORDS THAT YOU'LL NEVER FIND. I'LL TURN YOUR HARDWARE INTO SOFTWARE WITH THIS PUZZLE! HA HA HA HA HA (CHOKE! WHEELS!)



U	S	E	R	E
N	D	A	T	A
E	C	Y	I	R
M	B	P	B	O
R	A	M	U	M

- Look for:
- | | |
|---------|---------|
| 1. DATA | 5. BYTE |
| 2. BIT | 6. ROM |
| 3. USER | 7. CPU |
| 4. MENU | 8. RAM |

BAH! MODULE NODULES! YOU FOUND ALL MY WORDFINDER WORDS! BUT MY NEXT PUZZLE WILL FLIP YOUR FLOPPY DISKS! CHANGING ONLY ONE LETTER AT A TIME, SEE IF YOU CAN TURN A WORD OF MINE...FANG... INTO A COMPUTER WORD WE CAN BOTH APPRECIATE... BYTE. USE THE CLUES FOR HELP. I WON'T NEED HELP WHERE I'M GOING.... AWAY FROM YOU! MAY OUR INTERFACES NEVER MEET AGAIN!



FANG

_____ Sing yesterday.

_____ Not crazy.

_____ Lion's hair.

_____ Ship captain's best worker, first _____.

_____ Tiny bug, sounds just like "might."

_____ What CM does to a neck.

BYTE

A 6x6 grid with numbers 1-18 and some cells shaded green. The grid is part of a larger illustration of a green, scaly creature with a red border. The numbers are placed in the following cells:

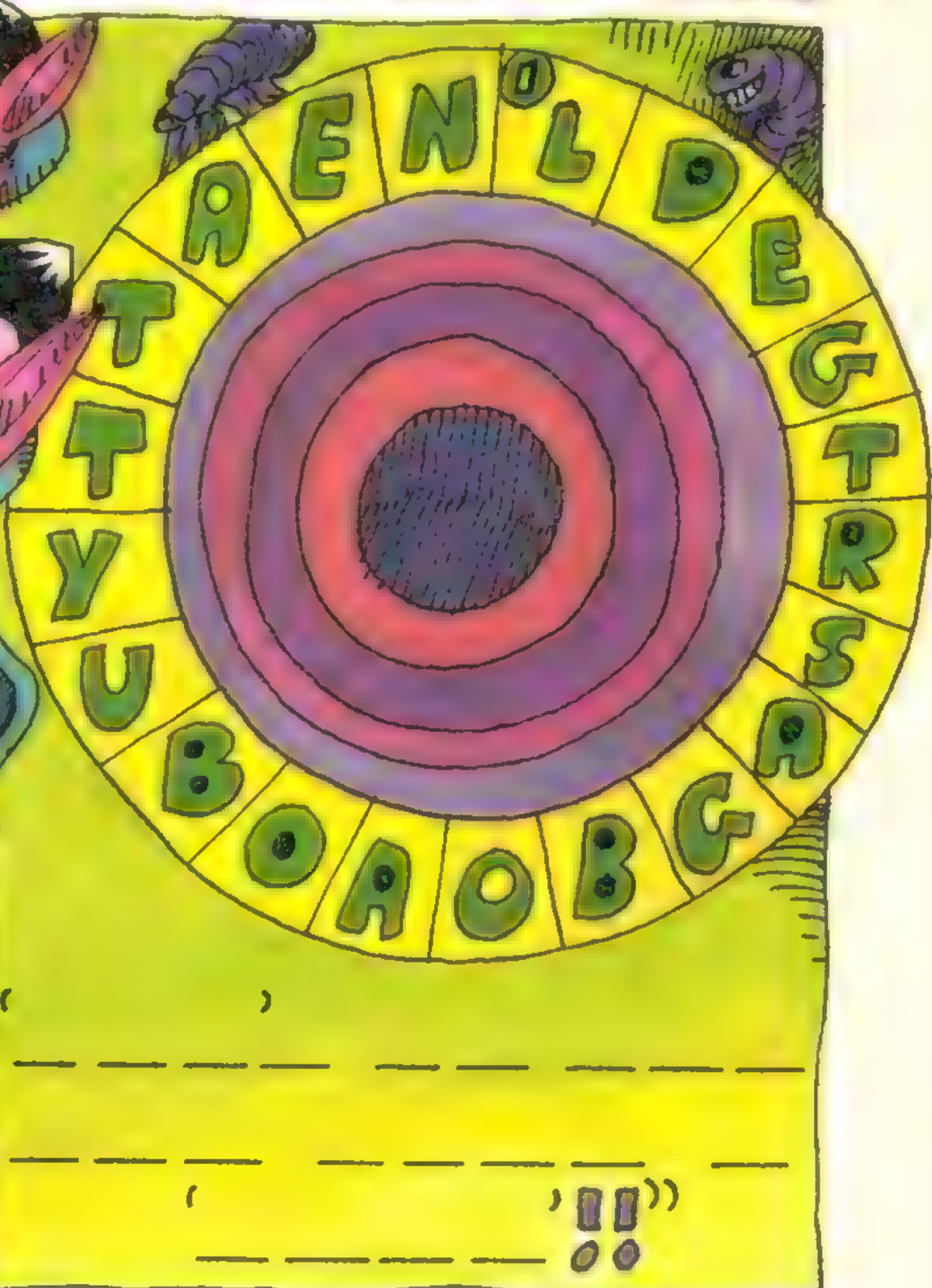
1	2		3		4	5	6
7		8			9		
		10		11		12	
13	14		15		16		
17				18			

ACROSS

1. Voting age, plus three.
3. Twenty thousand, five hundred fifteen.
7. Two thousand, six hundred seventy.
9. Four sixties.
10. Seven hundred minus ninety-nine.
12. Days and nights of Noah's flood.
13. Baker's dozen.
15. Century years.
17. One year minus one hundred fifty-three days.
18. Number of Arabian nights.

DOWN

1. Eleven, twice.
2. A "sweet" age to be.
3. Space odyssey number.
4. Weeks in a year.
5. A dozen dozens.
6. Half a thousand.
8. How many trombones in the big parade?
11. ----- Walt Disney dalmatians.
13. Inches per foot.
14. Days that December hath.
16. Not a thing, two times.



DRAT! YOU KIDS BEAT
MY SYSTEM!
NOW BEAT IT OUT
OF HERE!
SO LONG, SAPS!!

Off the Record

Text/Chip Lovitt

Chart Chatter

Michael Jackson's duet with Paul McCartney on "The Girl is Mine," got lots of attention, but another guest on Jackson's *Thriller* LP makes for more of an odd couple. On the title track, horror-movie actor **Vincent Price** adds a monstrous monologue about creepy creatures that crawl in the night. Perhaps *that* song ought to be retitled, "The Ghoul Is Mine."

A **Dynamite** roundup of facts, faces, news, and notes from the rock music scene.

Notes From All Over

People have called rock music kids' stuff before, but a recent record gives new meaning to the words. **Musical Youth**, five kids from Birmingham, England who range in age from 11 to 16, is the latest success story in rock, thanks to the group's hit, "Pass the Dutchie." The song topped the charts in England, across Europe, and in Australia. According to news reports, England was struck with Youthmania. The group might have become successful sooner, but as one member said about the youngest member of the band, Kelvin Grant, "We had to wait for Kelvin's fingers to get big enough so he could play the guitar."



Group of the Month

Unemployment is an international problem. But the five-man band from Australia, **Men At Work**, won't have trouble finding jobs anywhere, thanks to its best-selling first album, *Business As Usual*. The band was formed in 1979 and spent two years getting its act together in Australian clubs and dance halls. At one time, the musicians were making just \$10 each after expenses! The band is singing a new tune now, and when you hear its second LP, *Cargo*, you won't have to ask what their first hit song asks — "Who Can it Be Now?"



Men at Work

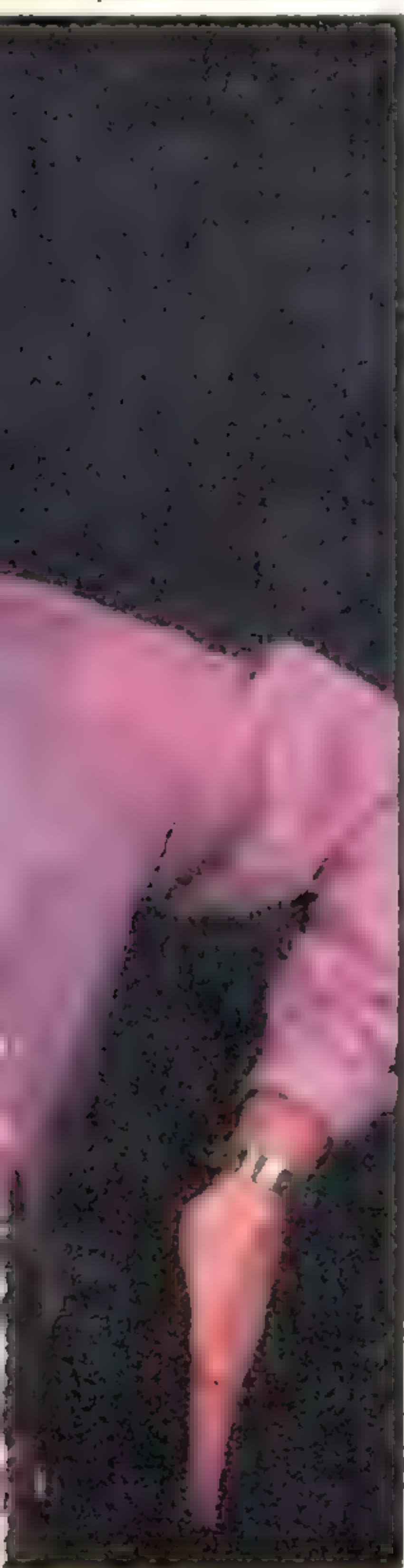
Notes About The Number Ones

Toni Basil is a newcomer to record-making, but that didn't stop her song about a cheerleader, "Mickey," from rising to the top of the charts. Toni did have a successful career before, but it was mainly as a dancer, choreographer, and video artist. She worked with David Bowie, Melissa Manchester, and plotted the dance steps for Linda Ronstadt's video of "Get Closer." Toni's hit also prevented another newcomer from making it to number one when "Mickey" shut out "Gloria," by Laura Branigan.

Many other songs went number one in 1982, but according to CBS Radio, one did in more countries than any other. It was the Steve Miller Band's hit, "Abracadabra."

Toni Basil

photo/Laura Levine

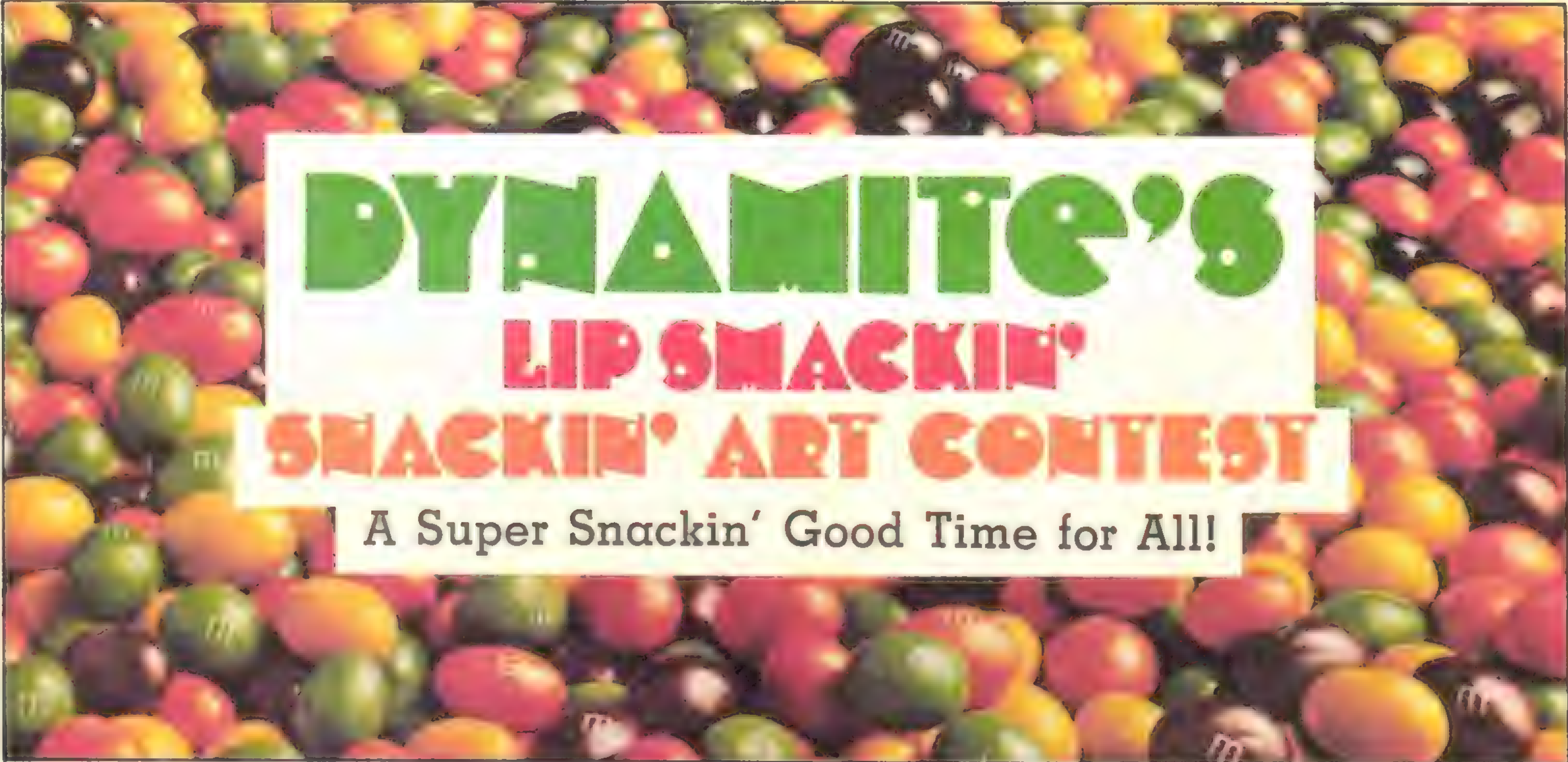


The Wide (And Weird) World Of Rock

Several recent releases have fans rocking with laughter. One of these nutty novelties is comedian Joe Piscopo's imitation of Frank Sinatra singing an "I Love Rock 'n' Roll Medley." Another weird recording is a new song by Frank Zappa's 13-year-old son. He and his sister Moon Unit wrote a song called "My Mother is a Space Cadet," and he planned to use the name Fred Zeppelin. Instead, he's using his real name, Dweezil! Then there's the group of musicians who call themselves Bruce Springstone. The singer does a great imitation of Bruce Springsteen and sounds exactly like him. However, the song Springstone sings is a little lighter than any of Springsteen's songs. It's "Meet the Flintstones," from the cartoon TV series! The song has become an underground hit and has sold 50,000 copies!

The Off the Record Reader's Revenge Poll

We expected a lot of mail after we printed the results of the first Off the Record Reader's Opinion Poll. But we never expected so many angry letters telling us the readers' choice of the Go-Go's as best group was the absolute rock bottom. Off the Record readers, don't get mad. Get even! Just write down in the space below the name of the group you think is the best. Send it to: Off the Record/Poll 2, c/o Dynamite, 730 Broadway, New York, NY 10003. We'll announce the results in a future Dynamite. Don't miss your chance to speak out and be heard! The best rock group is _____ . Get your vote in before June 30, 1983.



DYNAMITE'S

LIP SMACKIN'

SNACKIN' ART CONTEST

A Super Snackin' Good Time for All!

Art you can snack on is the most tasteful kind of art we can think of, and when "M&M's" Chocolate Candies are your main ingredient, your lip smackin' snackin' artwork is sure to be incredible! Best of all, your snackin' good artwork could win you a FREE Fourth of July Weekend at the U.S. Olympic Training Complex in Colorado Springs!

HERE'S THE LIP SMACKIN' SNACKIN' ART DEAL!

Because *Dynamite* is the Officially Official #1 Fan of *Dynamite Kids* everywhere, and because "M&M's" Chocolate Candies are the Official Snack Food of the 1984 Olympic Games, we have teamed up for this super snackin' good art contest. It's for *Dynamite Kids* only, aged 16 or under. You create an Art-You-Can-Eat super snack that includes "M&M's" Plain or Peanut Chocolate Candies, and *Dynamite's* expert panel of art-loving super snackers will decide which looks and tastes the best. If your super snackin' art wins, you and two members of your family will win the Grand Prize, a Fourth of July Weekend at the National Sports Festival and the U.S. Olympic Training Complex in Colorado Springs. Other prizes include a case of "M&M's" Chocolate Candies for the top nine

finalists, and an Olympic Commemorative Jar of "M&M's" Plain or Peanut Chocolate Candies for fifteen runners-up.

HERE'S HOW TO ENTER:

All you have to do to enter this Incredible Contest is create an Olympic superstar snack that looks as good as it tastes! The "canvas" for your tasty art can be made from cookie or bread dough, fruits, waffles, cake, pancakes, cheese, crackers, cereals—whatever looks and tastes yummy when combined with "M&M's." Once you've got your fixin's, you're ready to start mixin'. Cut out, melt down, or roll up. Freeze it, bake it, or just create it. Use the "M&M's" Chocolate Candies whole or chopped. You can crack them or stack them, but don't shellac them — and make sure your artistic snack doesn't lack them! When you're done, don't forget to name your creation and take a picture (or draw it if you like). Then mail us your recipe and picture or drawing, along with your name, address, age, telephone number, and parent's or guardian's signature. Your recipe must be mailed before midnight, May 31, 1983. Send your entry to: *Dynamite*/"M&M's" Art Contest, 730 Broadway, New York, New York 10003.

WIN A FOURTH OF JULY WEEKEND

If your edible snackin' art becomes the super snack champ, you and two members of your family will win an all-expenses-paid Fourth of July Weekend to the National Sports Festival and the U.S. Olympic Training Complex in Colorado Springs, CO. You will be flown from the nearest Republic Airlines city to Denver. Once you arrive in Denver, an M&M/MARS representative will meet you and take you to Colorado Springs, where you'll stay three nights and four days. While visiting the Olympic Training Complex, you'll meet famous athletes, such as decathlon champ Bob Mathias. You'll eat with the athletes in the dining hall, get to try out some of the center's training equipment yourself, plus get in some Rocky Mountain sight-seeing. And to top off this championship weekend, you'll be a special guest at the National Sports Festival, where athletes come from all over the country to compete! It's all for you and your family, and all for free if your super snack is a winner. But before you mail your recipe to *Dynamite*, be sure to read all the contest rules carefully.

Stay at the U.S. Olympic Training Complex in Colorado Springs, Colorado!



DYNAMITE'S LIP SMACKIN' SNACKIN' ART CONTEST RULES

1. Snack must be original work of the entrant and include at least ½ cup of "M&M's" Plain or Peanut Chocolate Candies, and it must be edible. "M&M's" Chocolate Candies may be used whole, halved, or chopped, but some must be visible.
2. Recipe must include title, exact measurements of ingredients, and complete written directions that are easy to understand.
3. Recipes must be accompanied by entrant's name, address, age, phone number, and signature of parent or guardian, as well as a color photo or drawing of the "M&M's" Plain or Peanut Chocolate Candies snack.
4. Entries will be judged on originality, imagination, attractiveness, and taste.
5. All entries become the property of *Dynamite* and M&M/MARS and will not be returned. A winner will be picked from the top ten finalists by a *Dynamite* panel of taste-testers. Their decision is final and contest inquiries will not be answered.
6. All entries should be mailed to *Dynamite* "M&M's" Art Contest, 730 Broadway, New York, New York, 10003, and must be postmarked no later than May 31, 1983.
7. The Grand Prize for the winner and two family members is a trip to the National Sports Festival and the U.S. Olympic Training Complex in Colorado Springs for three nights and four days. Prize includes meals, first-class hotel accommodations, Sports Festival tickets, sight-seeing, round-trip air transportation via Republic Airlines from the nearest Republic-served city, and ground transportation to and from the Denver airport to the hotel on arrival and departure. It is the winner's responsibility to provide transportation to and from the nearest Republic-served city.
9. All applicable taxes are the sole responsibility of the winner. Prize cannot be sold, traded, or given away.
10. Each of the nine finalists will be given a case of "M&M's" Plain or Peanut Chocolate Candies. In addition, 15 runners-up will receive "M&M's"™ 1984 Olympic Commemorative Jars.
11. The contest is open to anyone in the U.S. up to and including the age of 16 years old. Employees or relatives of employees of Scholastic Inc, M&M/MARS, Burson-Marsteller, or their subsidiaries are not eligible to enter.
12. The winner will be announced in a future issue of *Dynamite* and will be notified by telephone the week of June 13-17. The nine finalists and 15 runners-up will be notified by mail.
13. Entrant, in the event of winning, and other members of the family taking the trip must agree to be photographed together and consent to their names and pictures being used in a future issue of *Dynamite* and in all media for advertising and/or trade purposes. Finalists and runners-up must also consent to their names being used in all media for advertising and/or trade purposes.
14. No purchase is necessary to enter, and there is no limit on the number of entries submitted by eligible persons. This contest is void where prohibited by law.

NOBODY SERVES OUR REPUBLIC
LIKE  **REPUBLIC**
AIRLINES

Fly for free on Republic Airlines — "Nobody serves our Republic like Republic!"



Have a Dynamite Summer!

A *Dynamite* summer is guaranteed to be 100% *Dynamite*! You know we wouldn't let the hot months go by without giving you some cool stuff to read about, dream about, and cheer about! Don't miss the three super summer *Dynamites* that will be blasting their way right to your very own mailbox!



YOUR DYNAMITE SUMMER WILL INCLUDE:

Star Wars is Back—The *Star Wars* continue in a new Jedi adventure as Luke Skywalker and all your favorite stars of *The Empire Strikes Back* strike back again! Read all about behind the scenes in the making of this new movie!

Knight Rider—The car is the star, but Harry Hasselhoff is the driving force behind the wheel. *Dynamite* talks to him about KITT and more!

Dynamite's Greatest Hits—Some rare moments from the pages of *Dynamite's* past! The best stories! The best jokes! And some surprises you won't want to miss!

Just fill in the coupon below. Enclose \$3.50 in a check or money order made out to *Dynamite*, and you'll receive your first issue in June.

DYNAMITE SUMMER SUBSCRIPTION OFFER 1983

EDVZVB-4

☐ Yes! Send me my three summer issues. Here is \$3.50 in a check or money order.

☐ I want more! Send me six issues at \$6.95. I've enclosed a check or money order.

Offer valid in U.S. and its territories only

Name _____

Address _____

Town _____

State _____ Zip Code _____

Mail to: DYNAMITE, 654 Count Morbida's Castle,
Marion, Ohio 43302

Arrow Points to Fun!



Looking for some exciting and fun books to read this summer? Just dig into the Arrow Book Bag and you'll find plenty of great books to choose from! Here are just a few of the selections that *Dynamite* knows you're going to like. Look for them on the May Arrow Book Club list!

Star Dog — Willy and his friend Holton find the strange black dog lying by the side of the road the same night a UFO was seen zooming away from the farm. Willy insists that the dog came from the spaceship. Holton thinks Willy is being ridiculous. But weeks later Holton's not so sure anymore. His pet collie gives birth to a black pup that looks exactly like the strange dog. Could Willy be right? Read *Star Dog* and find out!

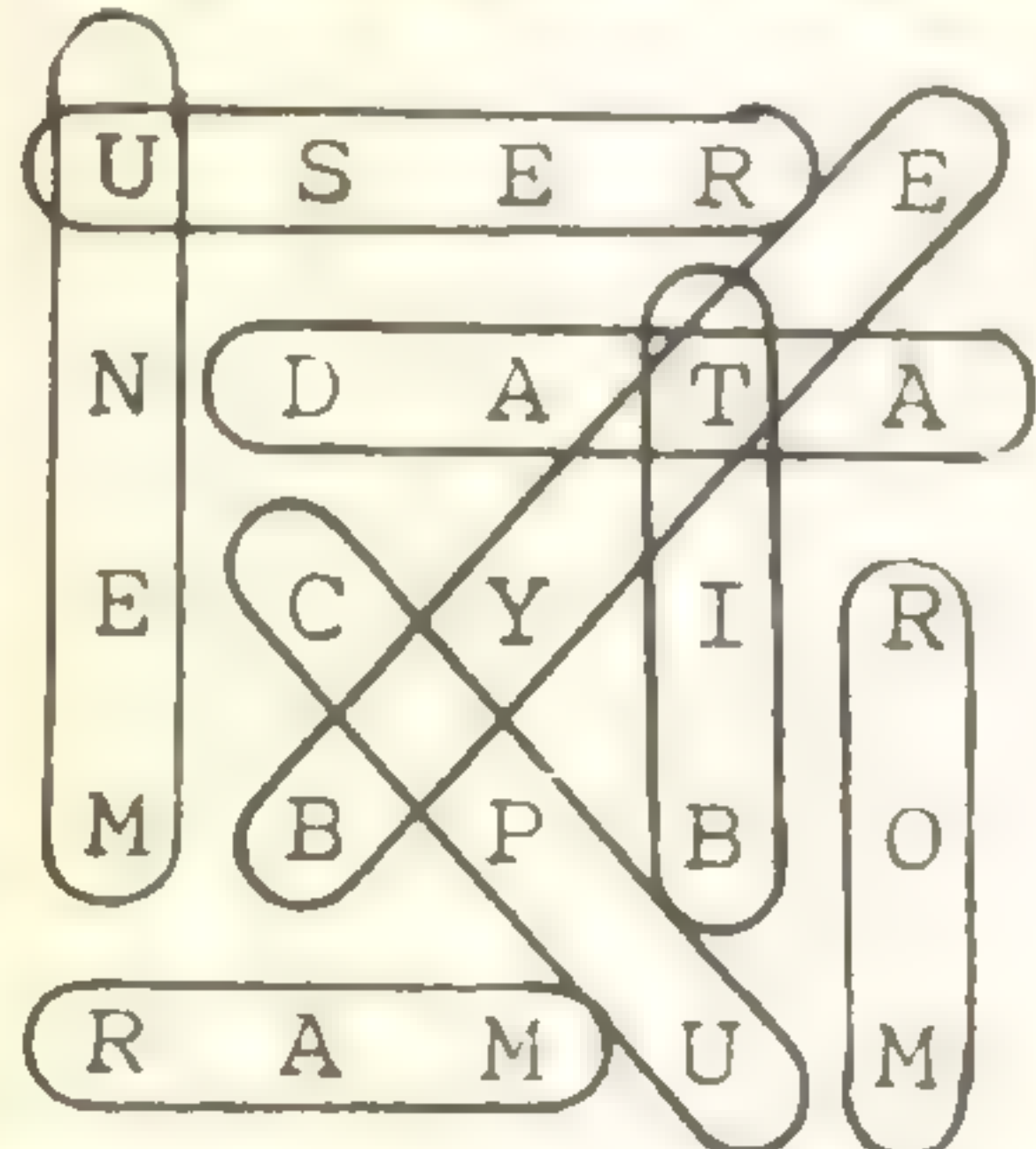
The Castaway — After his ship goes down at sea, Daniel is washed ashore on a bare, rocky island in the middle of the ocean. There isn't another living thing in sight — not even the smallest animal, tree, or plant. He's hundreds of miles from where the ship went down, and no one knows where he is! With no food or water, how can he survive alone? This exciting book, based on a true story, is one you won't be able to put down!

The Riddle of Raven Hollow — Is Raven Hollow really haunted? Bart never thought so, but now he's not too sure. First there was the strange light moving in the glen; then a strangled cry. Next, the scariest thing of all — a ghostly figure disappearing in the shadows! When Bart goes back there to investigate he meets a strange girl. Who is she? Will she help him solve the mystery? Or is she somehow a part of it? Here's a chilling Cat's Eye Mystery you won't want to miss.

Remember, you can't order these books through *Dynamite*. But you can get them and many other great books from your teacher through the Arrow Book Club in May!

ANSWERS TO COUNT MORBIDA'S PUZZLE PAGES

Computer Word Wordfinder



Changing Words Challenger

FANG
SANG
SANE
MANE
MATE
MITE
BITE
BYTE

Numbing Numbers Crossword

1	2		3	4	5	6	
2	6	8	7	0	9	2	4
		6	0	1		4	0
13	14		15	0	0		
12	1	2		10	0	0	1

Roundabout Vampire Quote
"Let's go out and grab a byte!!"

HERE'S SOME INSIDE STUFF
ABOUT THE NEXT ISSUE OF *DYNAMITE*

Just You Wait!

Kim Fields: This *Facts of Life* star tells the facts of her life to *Dynamite* and you!

Outer Space Survival Tips: When it's your turn to travel through space, will you be ready?

Super Comedy Section: The Little Rascals, Three Stooges, Laurel and Hardy, and all the funniest faces from the old days! Facts, laughs, and photos!

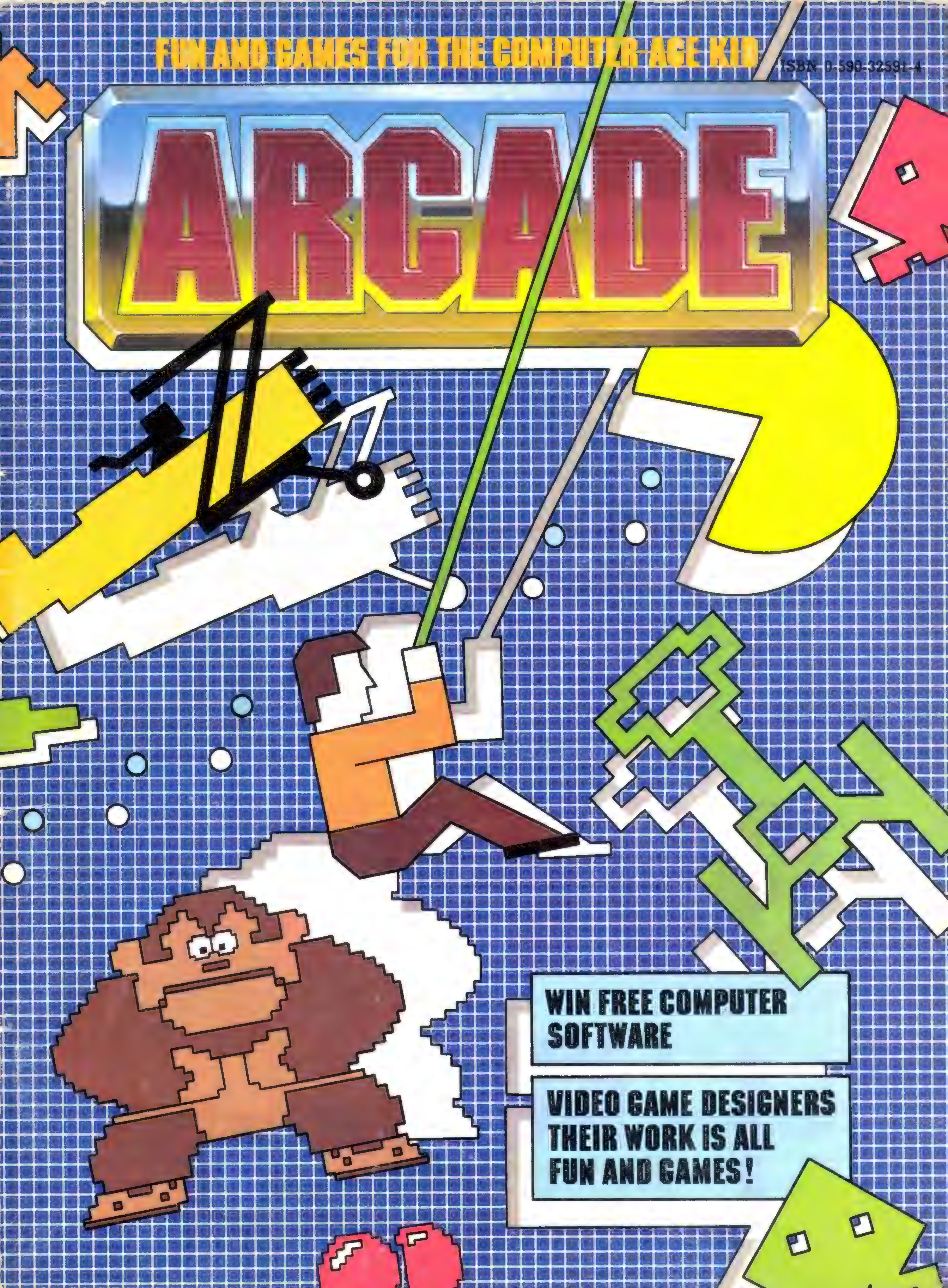
Have a Dynamite Hurry-up Party! Yummy party snacks to fix in a jiffy!

Plus: A FREE Funny Fold-out to hang on your wall! Puzzles! Straight Talk! And a *Dynamite* Contest!

FUN AND GAMES FOR THE COMPUTER AGE KID

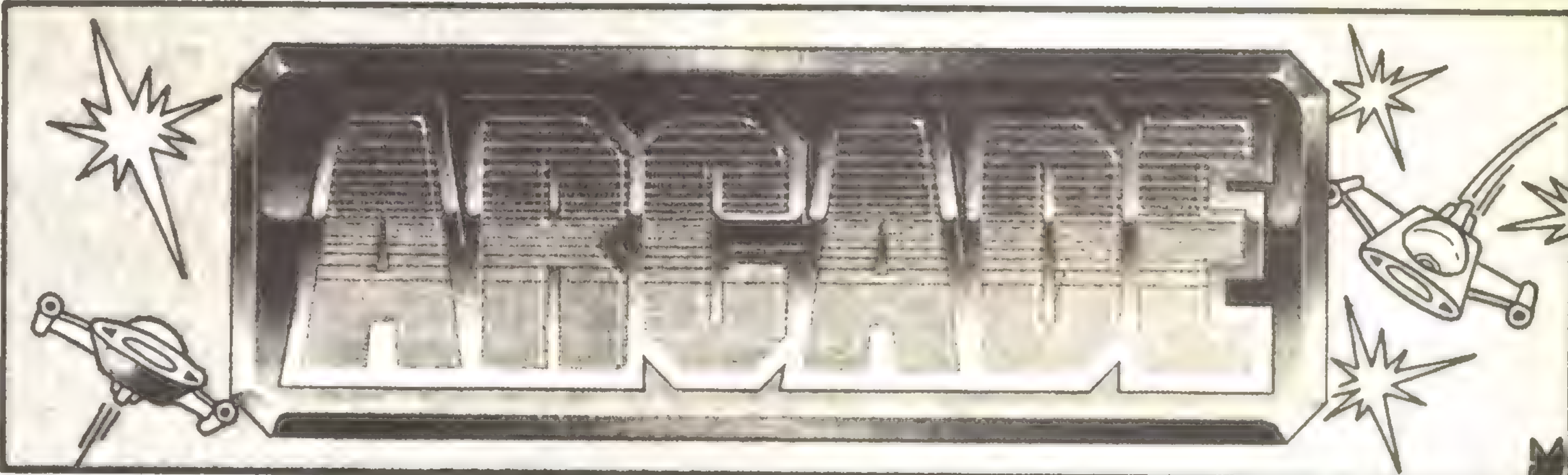
ISBN 0-590-32591-4

ARCADE



**WIN FREE COMPUTER
SOFTWARE**

**VIDEO GAME DESIGNERS
THEIR WORK IS ALL
FUN AND GAMES!**

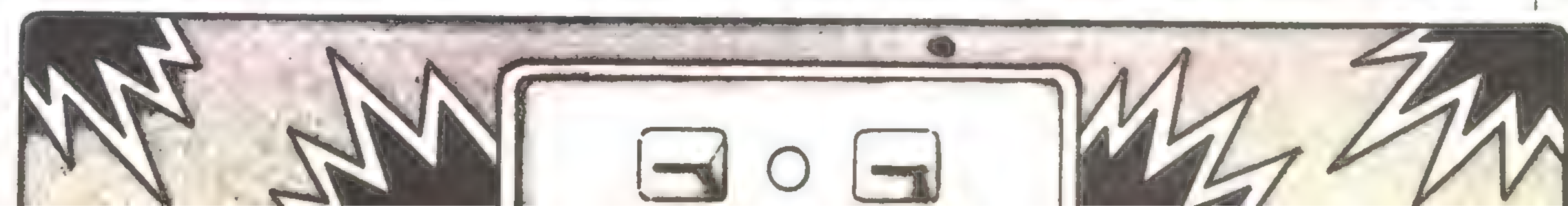
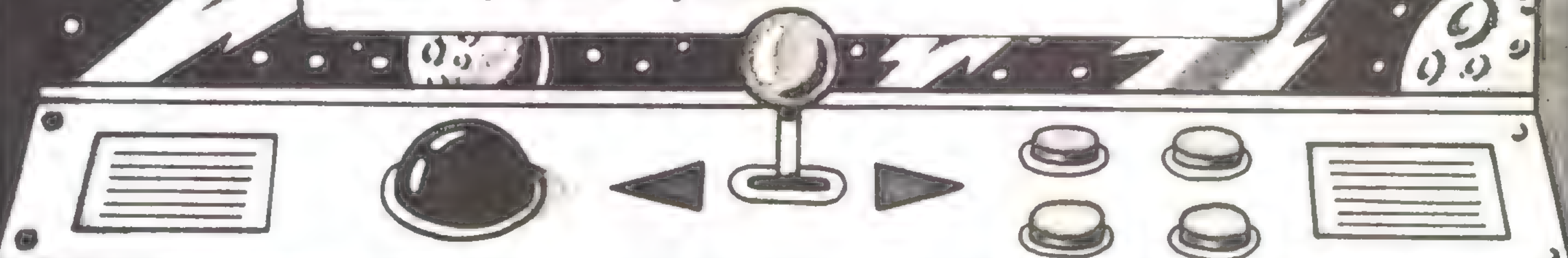


FUN AND GAMES FOR THE COMPUTER-AGE KID

NOW PLAYING

- 3. **VIDEO GAME DESIGNERS:** Is their work really all fun and games?
- 6. **ARE YOU A VIDEO GAME SCREEN GENIUS?:** Take the *ARCADE* Screen Test and find out!
- 8. **THE BEEP GOES ON:** Blips and blurbs about the computer-age games!
- 10. **THE '80s WIZ KID IS LUCKY TO HAVE . . . :** A laughable look at computer-age problems.
- 12. **MEET DOUGLAS BYRNE, A WILD GAME MAN:** Yes, he really did invent a board game to play with your cat!
- 14. **BLIPS!** Comic Screen Screams from the Machines!
- 15. **WIN WIZWARE SOFTWARE TO PLAY AT HOME!**
- PLUS: A FREE WIZ KID T-SHIRT IRON-ON!**

When you've finished reading *ARCADE*, the fun isn't over. You'll flip for *Dynamite*, too! Just close *ARCADE*, turn it over and upside down, and you'll be ready to read *Dynamite*!

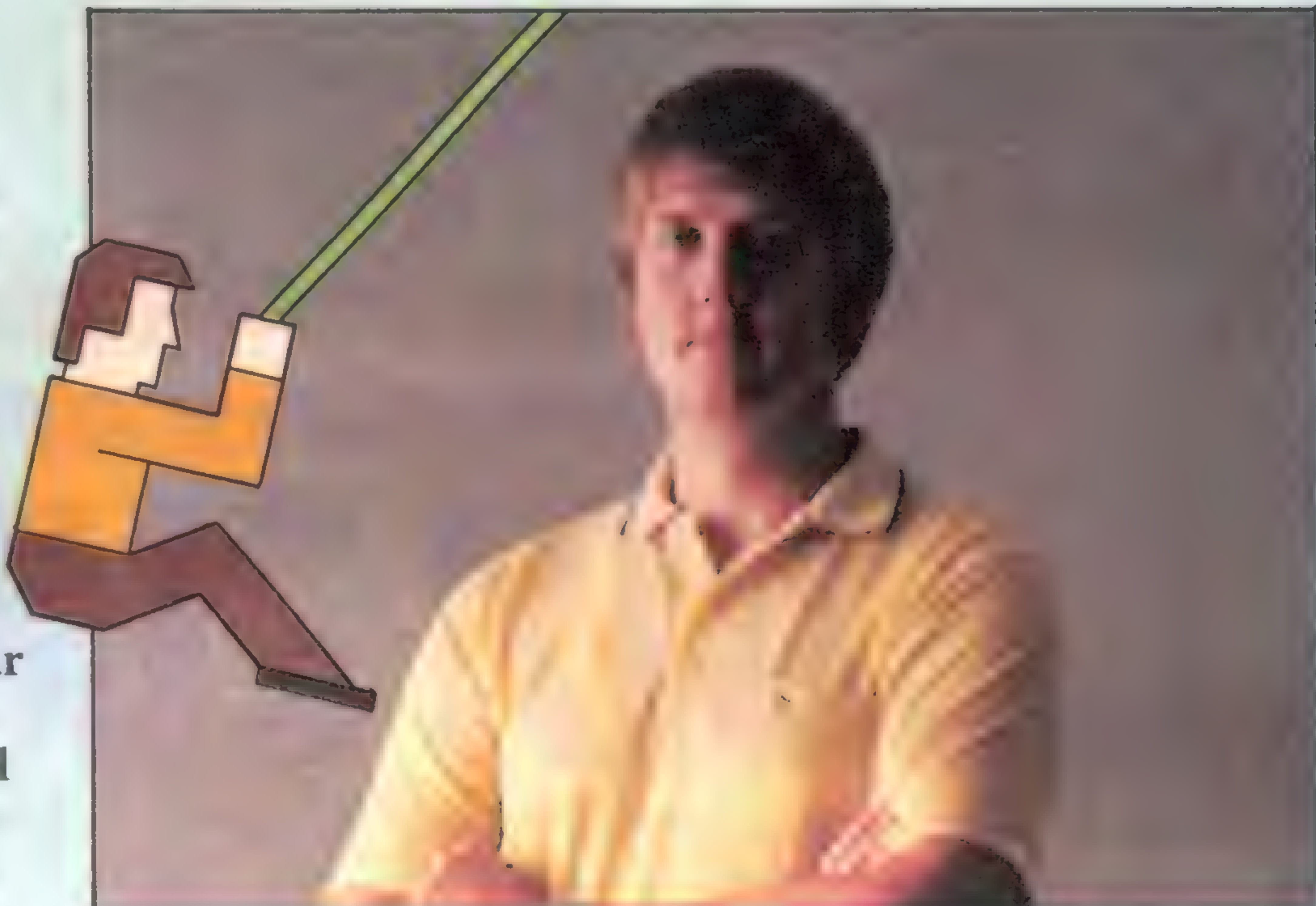


VIDEO GAME DESIGNERS

Their Work Is All Fun and Games

Fantasy: Your alarm rings. You wake up, shower, get dressed, eat breakfast, and leave your house to go to work. You arrive at your place of employment, open the door, and are greeted by the sounds of bleeps, blasts, blurps, and hums spilling happily from the video game screens that surround you. This is your office, and your job is to play games until you feel inspired enough to create a new one. Maybe it will be the next Pac-Man or Donkey Kong. This is work? Well, it may be just a fantasy for you, but for some people this fantasy is a reality. These people are video game designers, who have become the superstars of the '80s. To find out more about these new celebrities, ARCADE sent games expert Phil Wiswell to the gamers' fantasyland — an area in Northern California so filled with video game companies its called Silicon Valley! Here's his report.

David Crane



Steve Cartwright



Behind the Scenes of the Screens

How does a designer go about creating a video game? Where do the ideas come from? How does a designer make something interesting happen on screen? To answer these and other questions, I started my trip with a visit to Activision.

Activision was the first company other than Atari to produce software for the VCS. Although they are not as large a corporation as Atari, Activision did very well last year. They had \$65 million in sales! Representatives of Activision showed me around the place then said "Sure, you can talk to our game designers. Wait right here."

Moments later, David Crane (a founding designer who has created **Dragster**, **Fishing Derby**, **Laser Blast**, **Grand Prix**, and **Pitfall**) and Steve Cartwright (a new designer whose first game, **Barnstorming**, had just been released) met me in a conference room and talked openly about how they themselves design games. Steve Cartwright went into detail. What follows is part of my interview with him.

ARCADE: How do you get the

idea for a video game? What comes first? Let's take **Barnstorming** as an example.

Cartwright: Out of 1,000 ideas you have, maybe one can be done on the home system you're programming for. Or maybe you can come up with a new technique to make one possible. A lot of people say, "I can think of game ideas," but that's not the point. You have to come up with something that can be put in the form of a game on the home system, which is pretty limited in what it can do. So a lot of it has to do with coming up with ideas that are possible.

ARCADE: But where did the idea for **Barnstorming** come from?

Cartwright: In the case of **Barnstorming**, I looked at a game that already existed [Crane's **Grand Prix**]. That game had a proven playability. I then tried to use parts of that playability with different graphics. **Barnstorming** is similar to **Grand Prix** in that you're going through a course that changes depending on how you play the game.

ARCADE: So you had the mechanics of the game worked out first?

Cartwright: Yes.

ARCADE: Now the idea is still up in your head. What do you do?

Cartwright: I learned the "Dave Crane method of Game Design," which is to spend most of your time trying to come up with a pretty picture. I spent a month on the static display trying to come up with the right combination of colors, the right graphics.

ARCADE: Static display — that's a non-moving picture?

Cartwright: That's right.

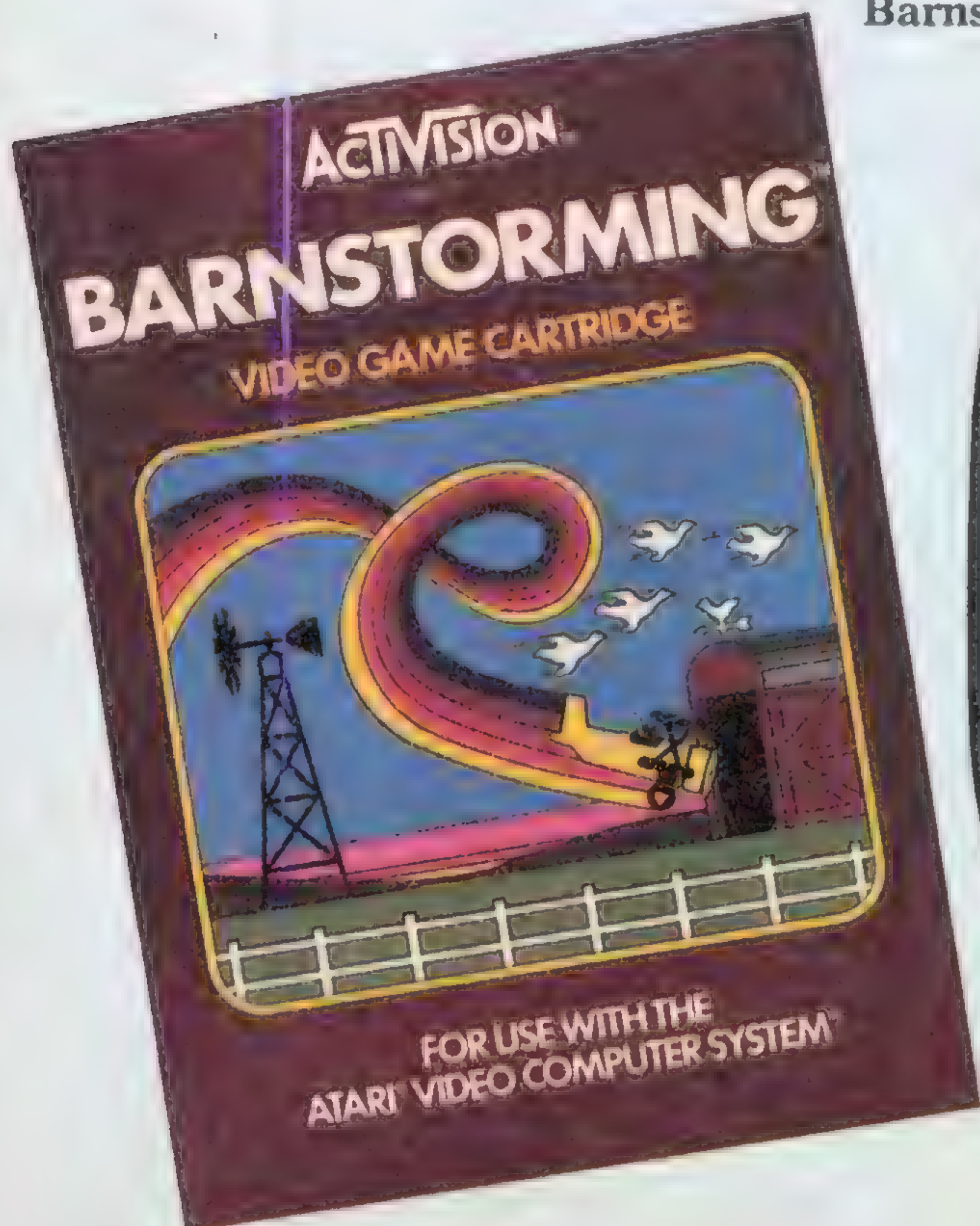
ARCADE: You said that **Barnstorming** was a first in that no one had made *an airplane* like it before — that it wasn't considered possible. Why did you pursue it?

Cartwright: Since I wasn't familiar with the system [Atari's VCS], I didn't know what it could or couldn't do. So I was not holding my ideas to just what I thought the system could do. Whereas somebody at Atari is trained that this is what it can do and this is what it can't do. So they automatically don't think beyond certain limitations.

ARCADE: Okay, the static display is ready. Now what?

Cartwright: I already had the

Barnstorming



idea of flying through a pattern of barns and windmills, so I put them up on the screen.

Steve explained further about how he got his game to be exactly what he wanted it to be. He told me that he fine-tuned the game by adding hazards such as geese. Then he tried different amounts of geese until he settled on a number that would make the game fun. But all the while he was talking, I wondered what kind of machinery made it possible to get all that fast action stuff up on the screen. I wished we could sit down where he actually worked, but that was not possible. Some things had to remain secret, and Steve had to get back to work. We said good-bye, and I headed for my next stop, Atari, with the hope that maybe I would see the equipment there.

On Tour at Atari

Everyone I met at Atari, Inc. was friendly, and I was provided with a very helpful tour guide. As it turned out, a tour guide is definitely a must there, because Atari owns 40 large buildings in the area!

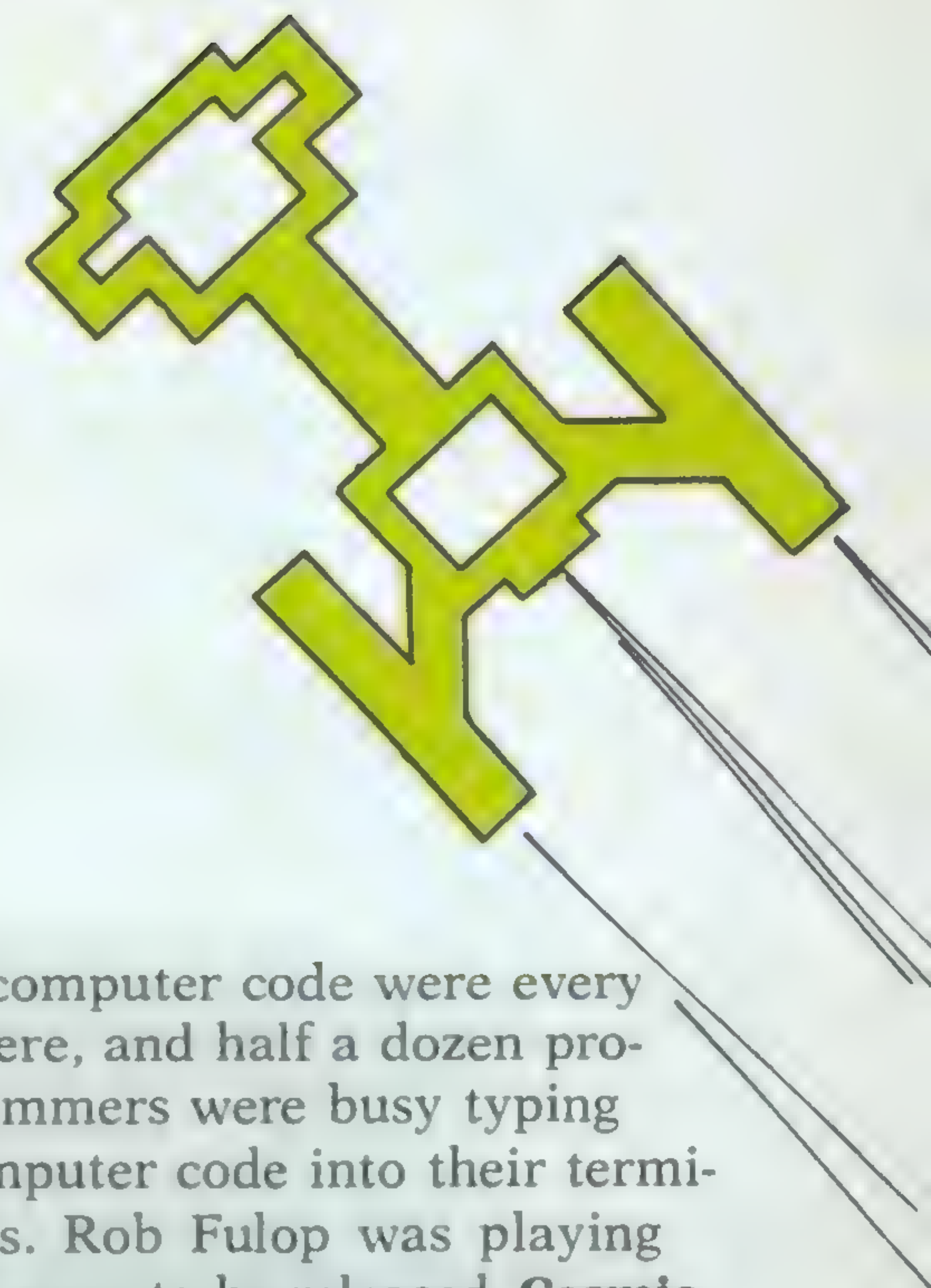
On my tour I saw how Atari develops its own custom silicon chips for use in their video

games and home computers. I watched chips take an acid bath. I saw them snapped into place. I saw them tested. We looked in on the production line that was putting together VCSs. That's where I was told that the nickname for the VCS machine, Stella, came from a secretary at Atari. Next, I was shown the room full of Atari coin-op games — the kind that are usually found in arcades. The one difference here was that the coin slots had been taken off so that visitors, like myself, could play the games for free. Guess what I did for the next few minutes!

I played the games and did see a lot of interesting things, but unfortunately I was not allowed to see the design lab here, either. For that I had to make one more stop — Imagic, Inc.

Imagic Reveals the Tricks

Dennis Koble, VP in charge of software development and a programmer himself (**Trick Shot, Atlantic**), took me right into the design lab at Imagic and talked at length about game design. There were Atari 800s and other computers hooked up to monitors. Sheets



of computer code were everywhere, and half a dozen programmers were busy typing computer code into their terminals. Rob Fulop was playing his soon-to-be-released **Cosmic Ark**, checking for bugs in the program. But, as Koble explained, he doesn't check it alone.

"Things sometimes happen so fast on screen that the human eye cannot detect exactly what happened. You're kind of lost. Where do you go at that point? There are a couple of ways. You can go back and look at the code you wrote, and sometimes you find the problem. A lot of times it's not that simple, in fact it's so complicated that you have equipment costing thousands of dollars that helps you find out what you did wrong, and that's what a development system is really. In its simplest sense, a development system is a device that allows you to translate your images and ideas into a reality the machine can understand."

Dennis Koble's explanations completed the game designers' job picture for me. All that I had seen and heard made one thing very clear: It's a pretty complex procedure from game concept to finished game product. But, as game fans will agree, all the work is worth it when the end result is fun and games.

— Phil Wiswell



Fishing Derby

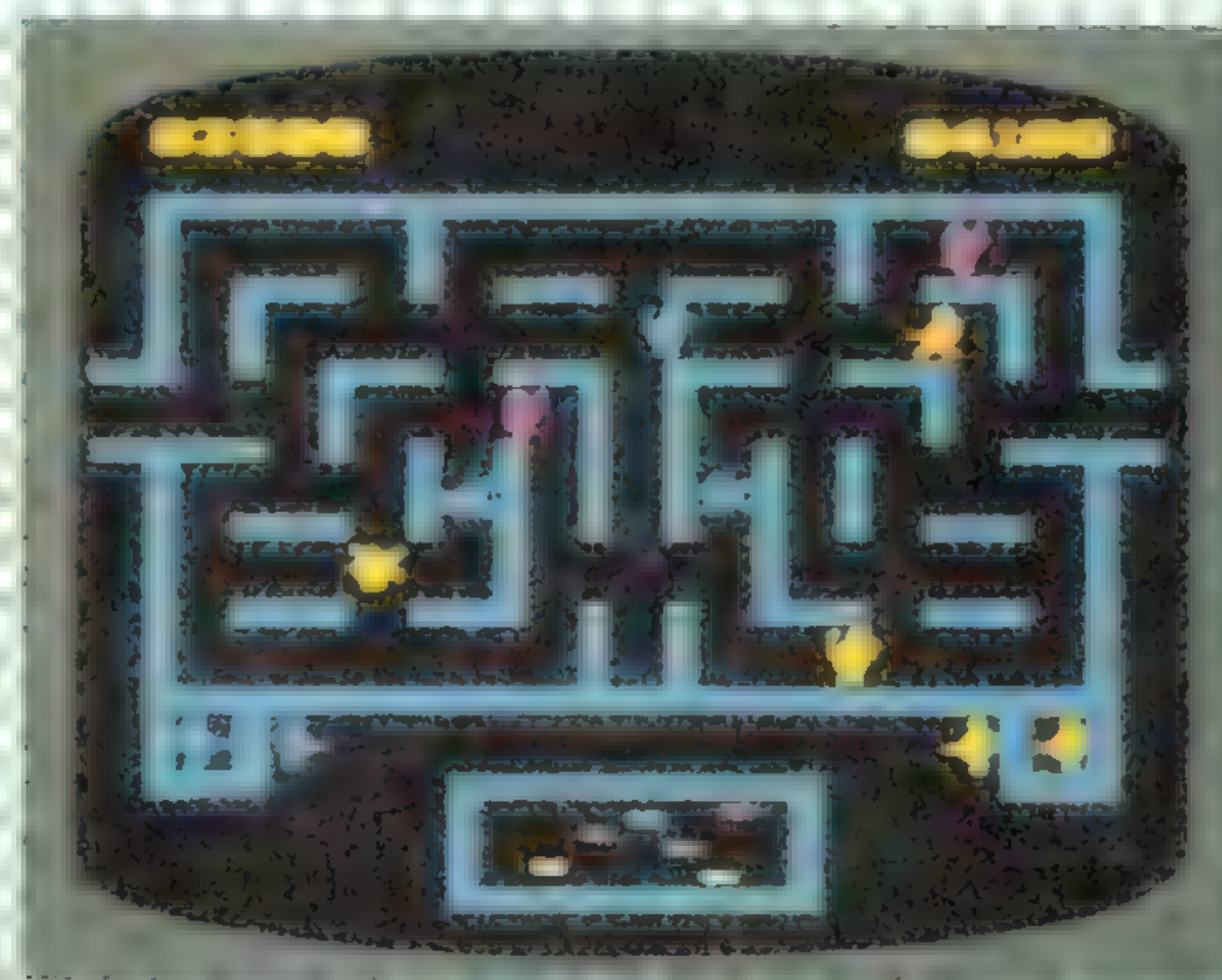
Are You a Video Game Screen Genius?

TAKE THE ARCADE SCREEN TEST!

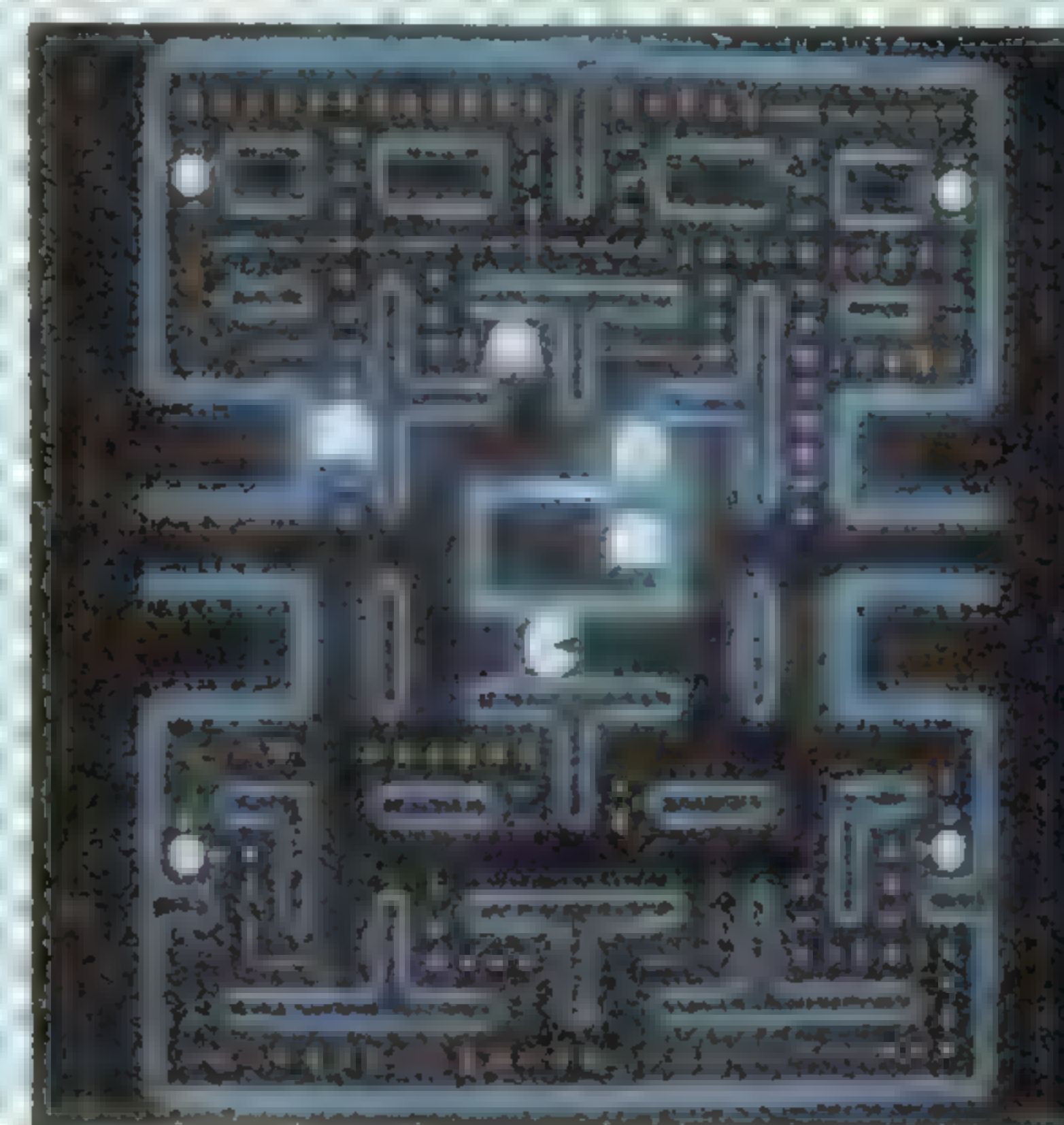
How well do you know your video games? Sure, you play them all the time, but how closely have you studied the figures and mazes you see? Take *ARCADE*'s screen test and find out! But be careful. Not all our screens can be found in your favorite arcades — some of them can be found right on your own home games. Fill in the blank next to each number with the game name and the letter *H* for home or *A* for arcade. First try your luck without using clues. If you get hung up, check the clues that are on the bottom of the next page. If the clues aren't enough, you'll find the answers on the inside of the *Dynamite* front cover.



1. _____

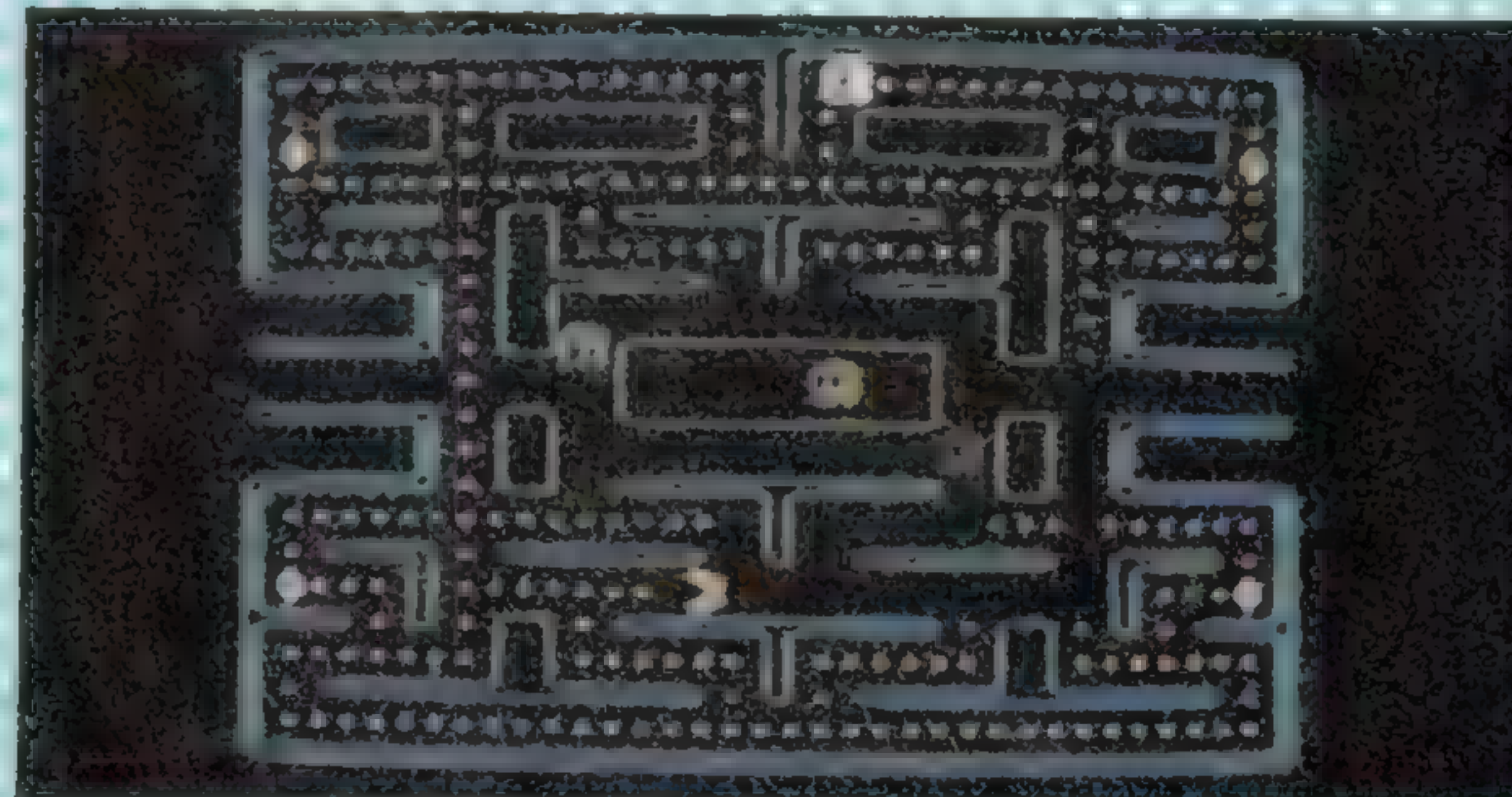


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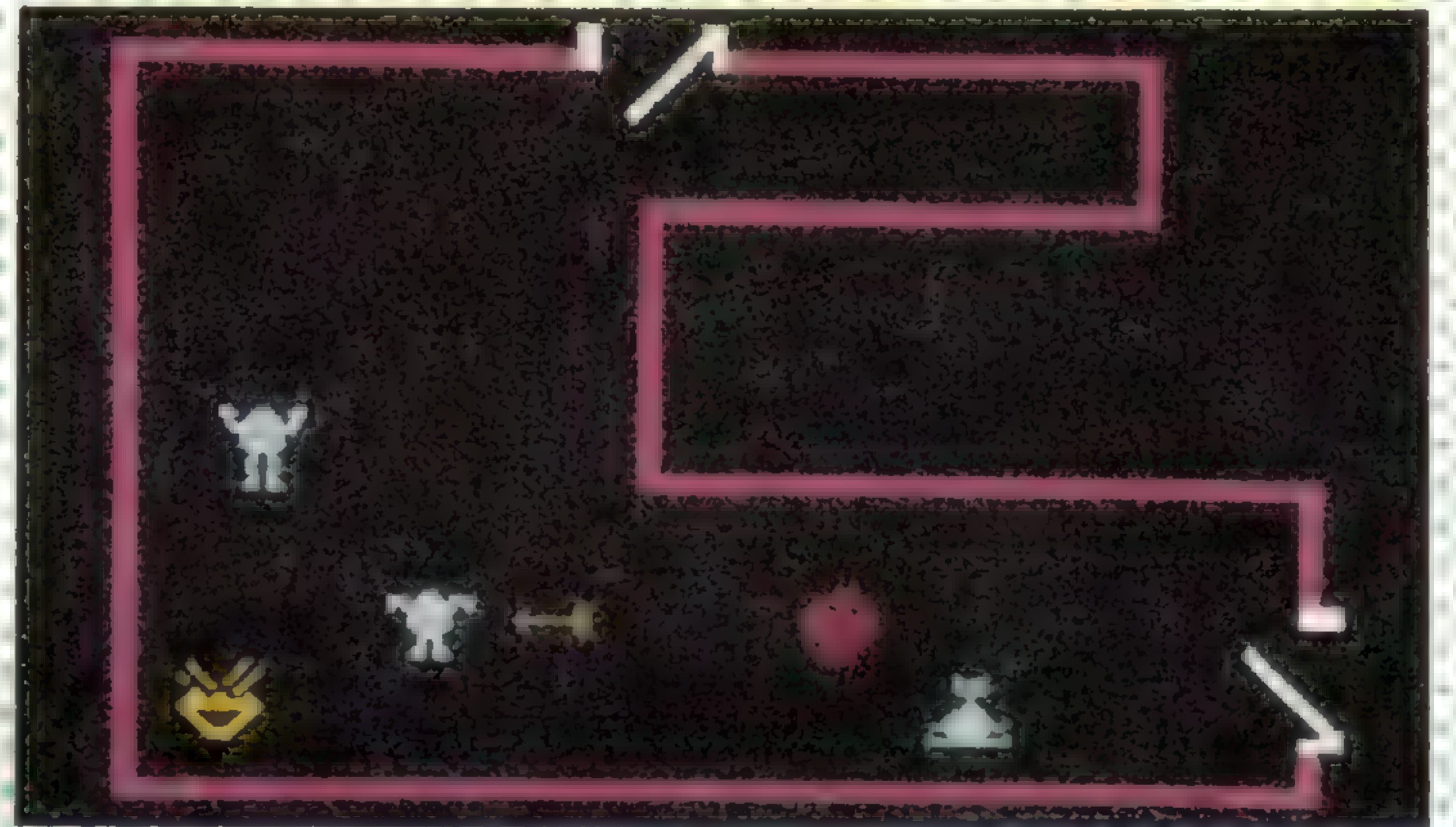
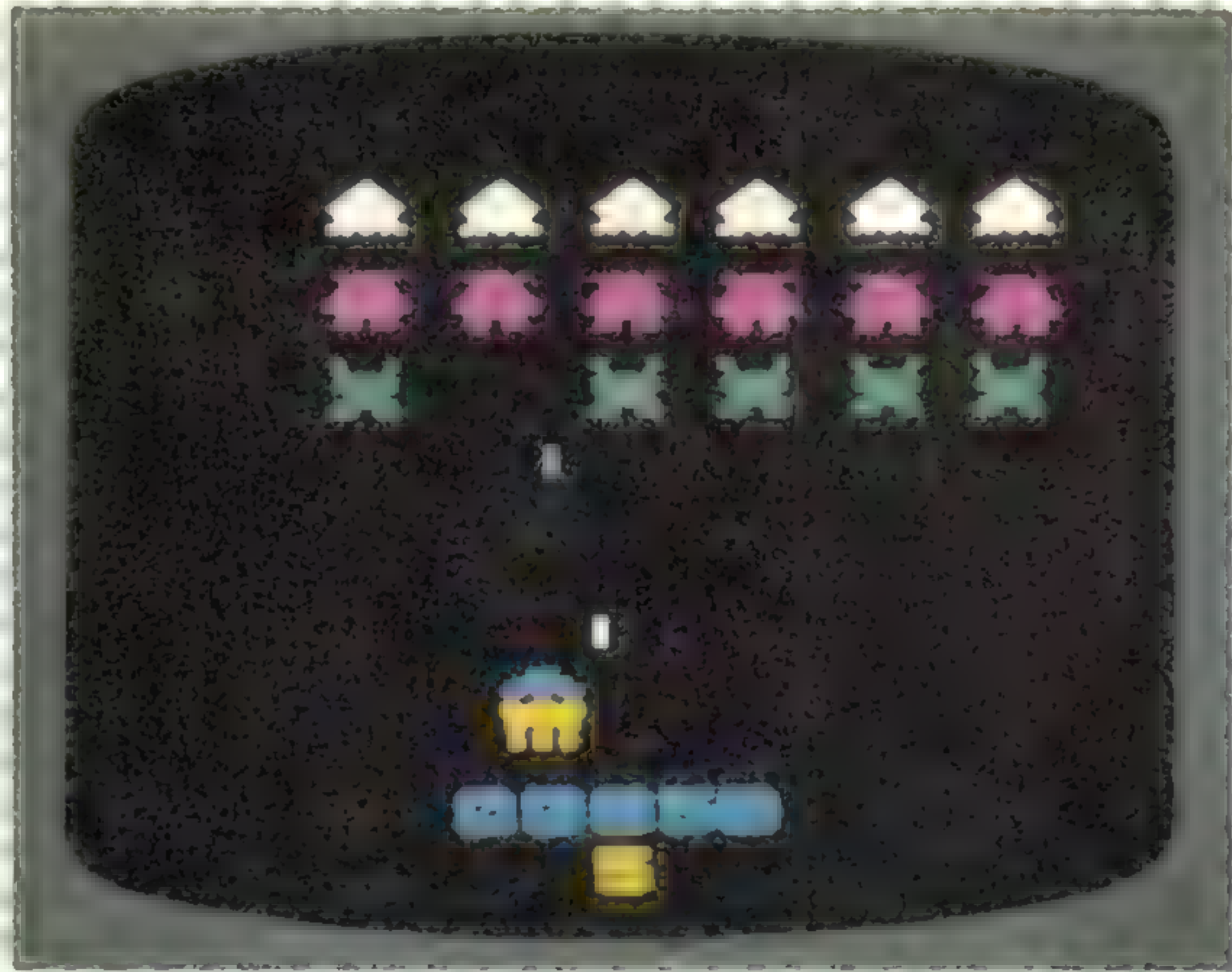
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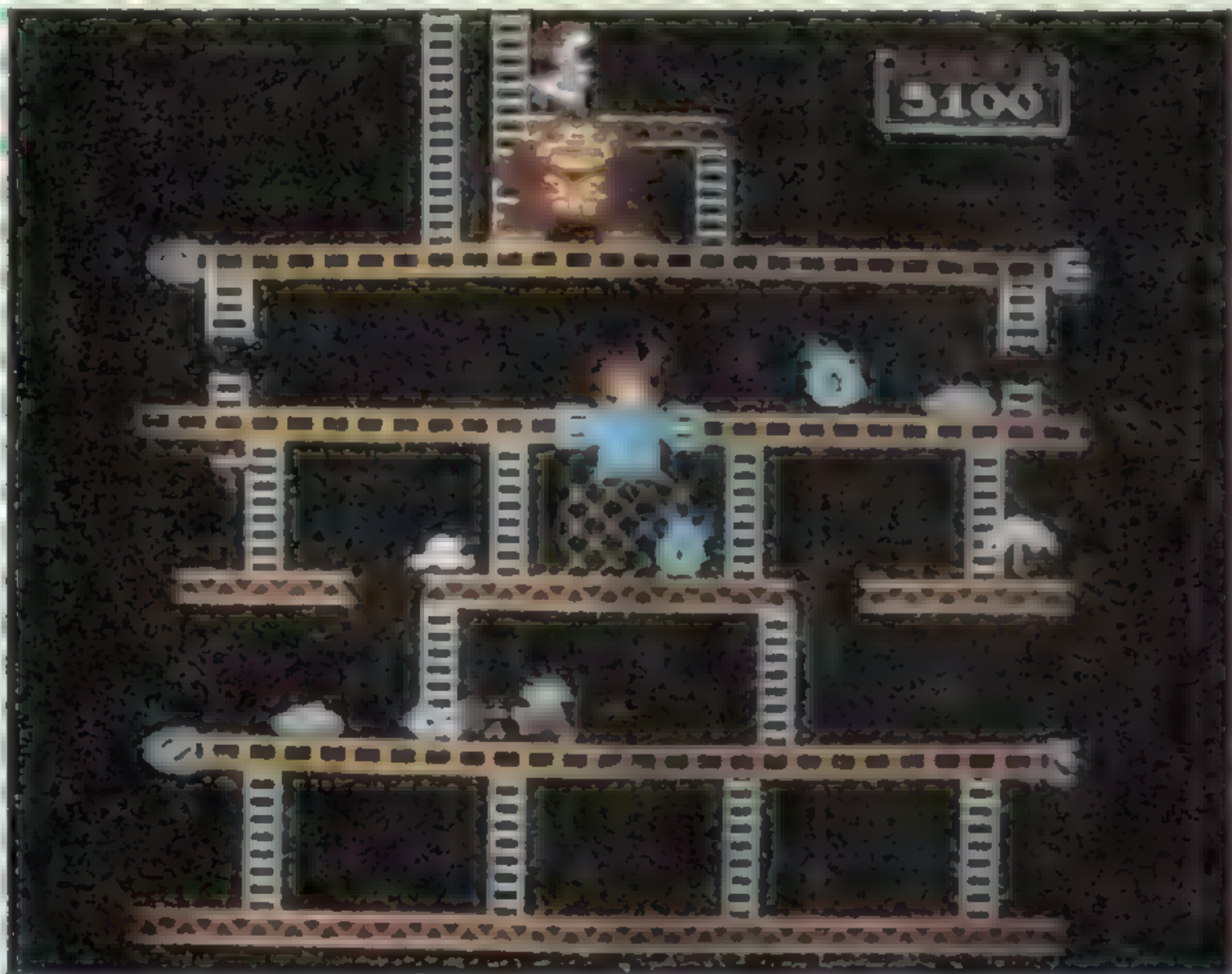
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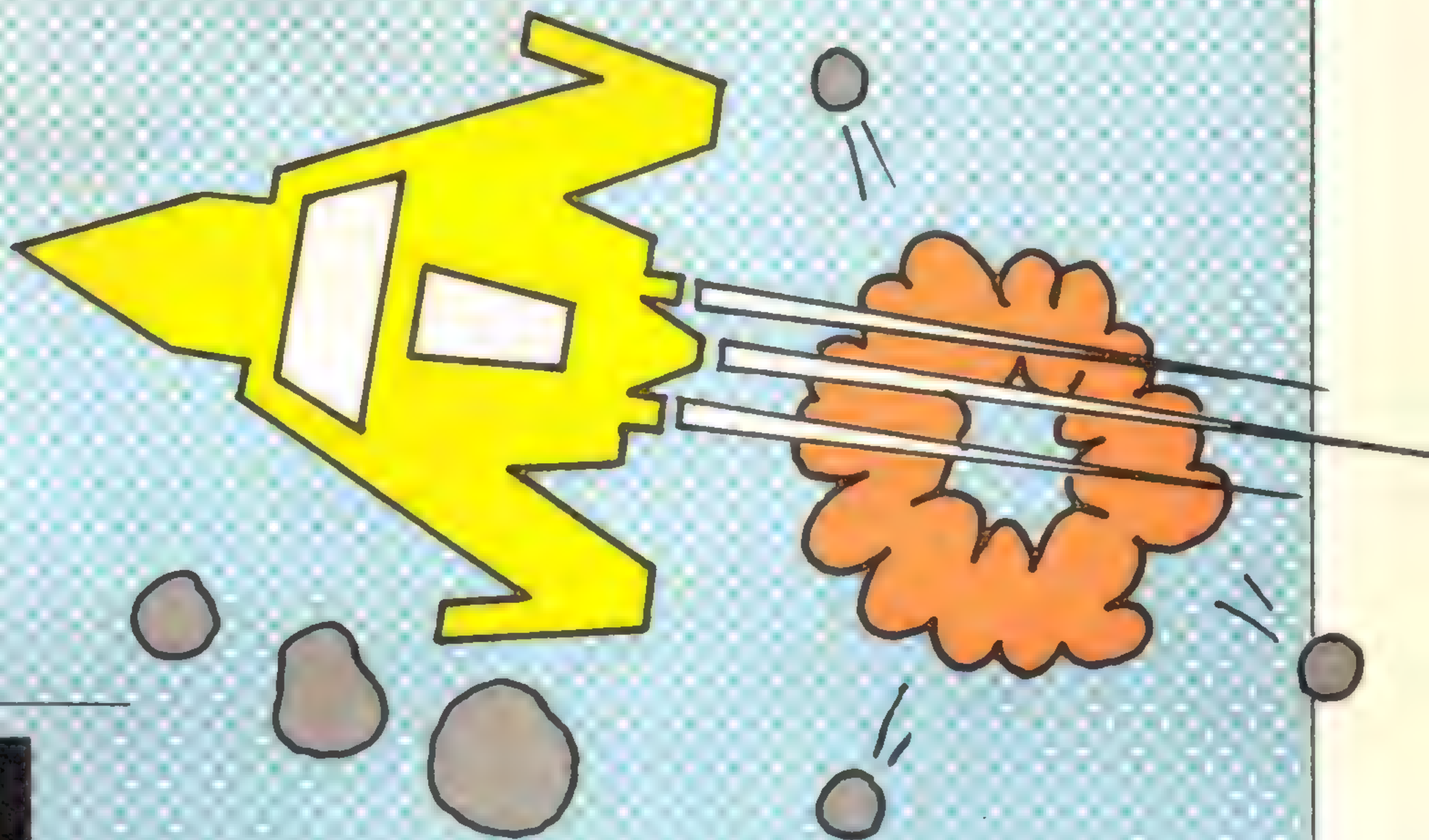
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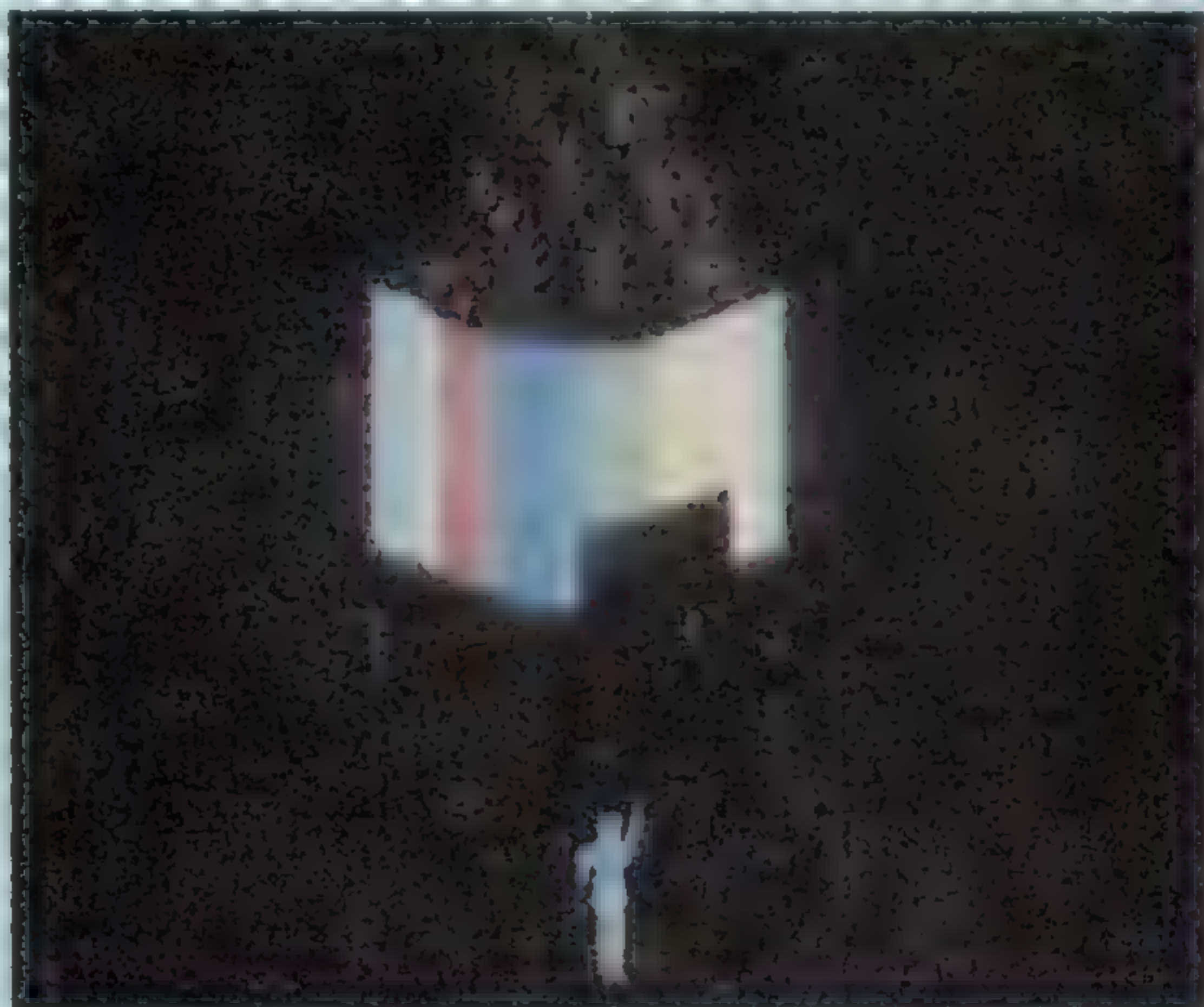


8.

12.



9.



1. Hee haws are out of the picture!
2. Bewor of misspelled wards!
3. Get a license!
4. Let's eat out!
5. Force yourself!
6. Dinner at home tonight.
7. Careful — It's not what you think it is!
8. The ape has escaped!
9. Love at first bite.
10. Step into the game world, please!
11. If you don't watch out the goblins will get you!
12. There's no place like home.

10.

THE BEEP GOES ON

The game world is a big world. It's a fast-changing world, and keeping up to date is no cinch. ARCADE is here to help make sure that you are always one beep ahead of the times with tips, blips, and blurbs all about fun and games in the computer age!

A CUSPY WAY TO GROK COMPUTERESE!

Have the Martians landed? No, not as far as we know. These strange words are part of a new slang language created for fun by serious computer fans. They have put out a computer printout called *The Hacker's Dictionary*. In their dictionary, "hacker" is defined as someone who is a computer fanatic. If you're a real hacker, or if you just want to sound like one, here are words to use to impress your high-tech pals!

Cuspy — very good.

Crufty — poorly built, overcomplicated.

DWIM — do what I mean.

Frobnitz — an unspecified physical object.

Glork — mild surprise.

Grok — to understand.

Gweep — hacker suffering from overwork.

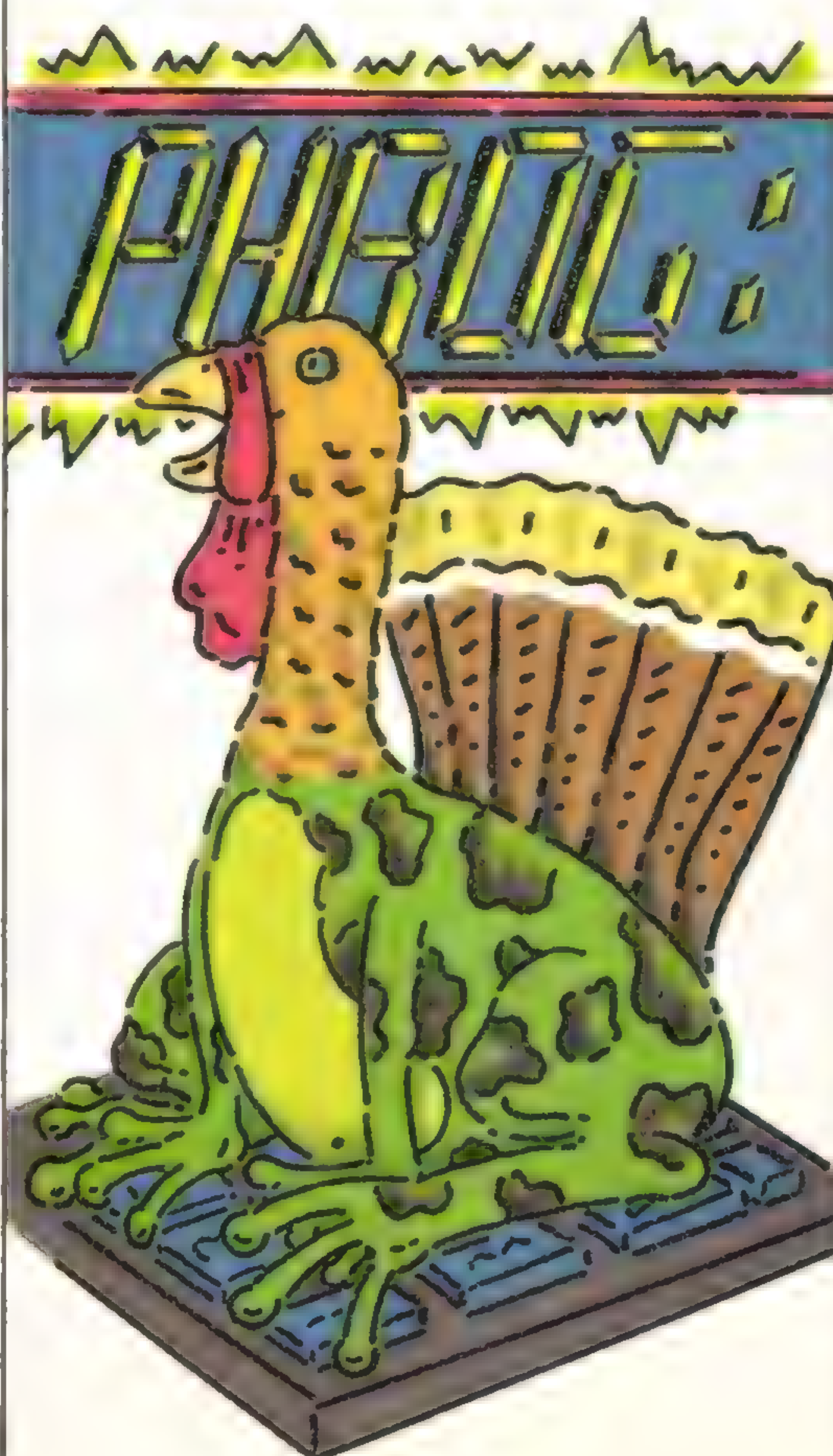
Hacker — a computer fanatic.

Phrog — an objectionable person, a cross between a turkey and a toad.

Spazz — to act in a strange way.

User — anyone who uses a computer simply for some practical purpose and then shuts it off when he's through.

Want to show you're "cuspy" at making up some of your own computer slang words? ARCADE invites you to add to the hacker's stack of new words. Just make up one or several words with definitions and send them to ARCADE/Grok Talk, 730 Broadway, New York, NY 10003. We'll print a list of them in a future *Dynamite/ARCADE*!



A COOL TIP YOU'LL GET A CHARGE OUT OF!

Summer's on the way, and that means hot weather. (Duh — no kidding.) And just as you start to wilt when the temperature rises, so will your batteries. Believe it or not, the hotter it gets the faster your batteries run down. In fact, if it's hot enough your batteries could lose their power before you even have a chance to use them. How can you prevent a power shortage? Store your batteries in the refrigerator! That way they will maintain their energy level. (Just the way an air conditioner helps you keep your cool!) When you're ready to use a battery take it out of the fridge and let it warm up for a while. Then pop it in place, and you'll be energized!

BEEP FLASHES

If **Parker Brothers** has it's way not only will you be seeing your TV and movie favorites on bedsheets, wristwatches, and cereal boxes, but you'll be seeing them on your video screens as well. This past year **The Empire Strikes Back** cartridge, along with **Frogger**, sold over 30 million copies. Parker Brothers wants to continue the success. In the next few months you can expect to see two more games based on the next **Jedi Star Wars** adventure movie. Other new game cartridges will be based on **Strawberry Shortcake** and **G.I. Joe** . . . Remember your local grocery store? You may not recognize it because of two recent additions to the checkout lane. On-Media Inc. of New York thinks they've found a way to beat the boredom of standing on line. Now, in some stores, brand-name products will have short advertisements shown on closed circuit TV screens that will be installed above the counters. Face it, gang, even grocery shopping is going to have commercial interruption. . . . If TV at checkout counters makes you yawn maybe a chat with a cash register might be more interesting. It seems the newest thing in cash registers is one that not only flashes the price of an item but also broadcasts the numbers in a computer-produced voice for all to hear. With prices of food being what they are, this is one instance where talk isn't cheap!

Got any Beep Flashes you want to share? Send any news tips of interest to computer-age kids to: **ARCADE/Beep**, 730 Broadway, New York, NY 10003. We'll beep a T-shirt your way if we flash *your* Flash in a future **ARCADE!**

make a video game based on the group's hit album, *Escape*. The game, called **Journey Escape**, is meant for home use and sells for about \$35.00. Data Age is banking on the fact that today's teens seem to have two top interests — video games and rock music. It's betting the combination of these two interests will make *Journey Escape* a sure-fire hit. The idea of the game is to get each of the musicians of Journey to their *Escape* module before time and money run out. The player must guide the musicians through a maze of managers, promoters, and groupies. During the game, the machine plays music from two of Journey's songs, "Escape" and "Don't Stop Believing." The game will definitely be a hit with one group of people — Journey themselves. The band loves to play video games in between concerts. In fact, drummer Steve Smith is reported to have scored 1.5 million on **Defender**! The group has even had game consoles installed on its tour buses. Now that's journeying in style!



JOURNEY INTO THE VIDEO GAME WORLD

Are you ready for the first rock 'n' roll video game? Data Age, a California-based maker of video games, hopes you are. It has entered into an agreement with Journey, one of the top-selling bands in rock music, to

PIZZA-FOOD FOR THOUGHT?

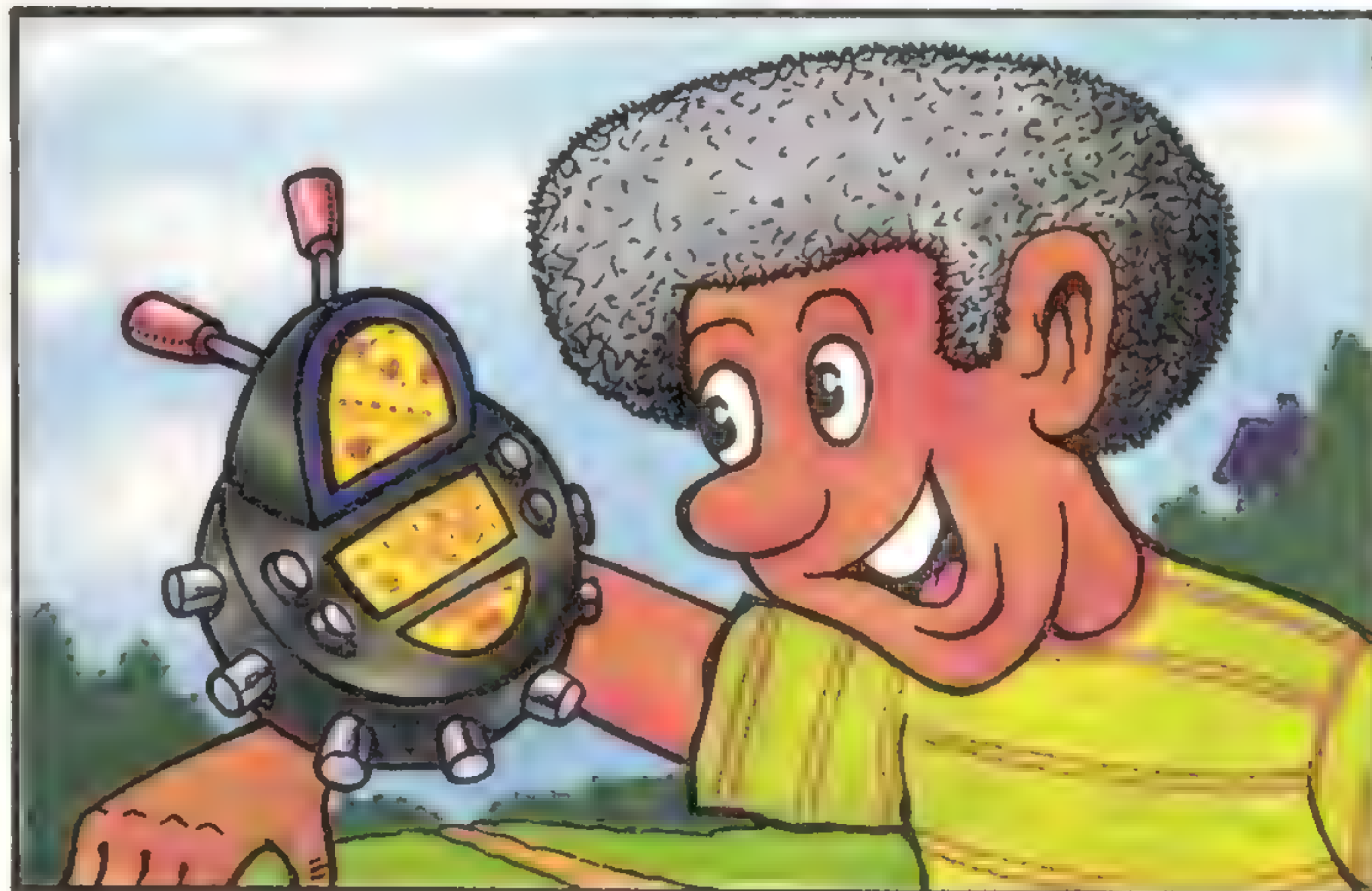
If the people at Castle Entertainment have their way, pizza will be the next brain food. No, their pizza won't increase your I.Q., but their pizzerias will! How? By installing Apple computers in their Tex Critter's Pizza Jamboree Theatres. These electronic eateries are opening up all across the country. Besides being able to order a pepperoni pizza, for a dollar you'll be able to play math and geometry games on an Apple II Computer. And, so your parents won't feel left out, there will be adult programs, too! One will teach your mom and dad how to ask their bosses for a raise. Just think — more money, more pizza!

How lucky can a kid get? These days everything is made easier, better, and faster thanks to all the progress made in electronics and new computer technology. Kids of the '80s can be real wizards at practically everything they do. Of course, there are some problems. Check out these examples and see exactly what we mean when we say

The 80s Wiz Kid Is Lucky... The Only Problem Is...

The '80s Wiz Kid Is Lucky to Have...

A digital watch that gives the day, the date, the year, the weather forecast, the daily astrological forecast, and plays 12 games.



The Only Problem Is...

It takes 20 minutes to find out the time because you need three hands to operate the watch!



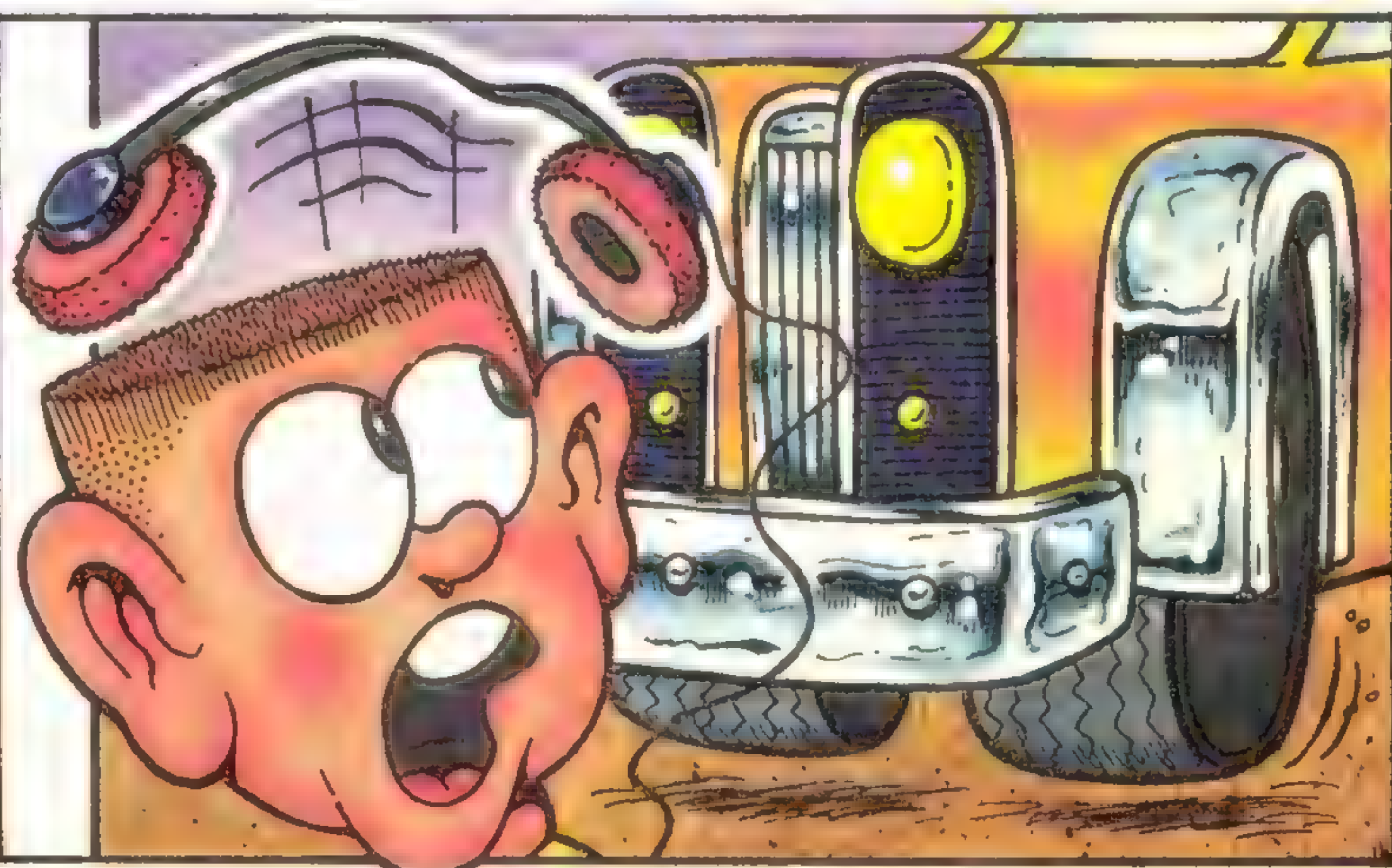
The '80s Wiz Kid Is Lucky to Have...

A tiny walking cassette player with lightweight earphones so you can hear great stereo wherever you go.



The Only Problem Is...

It makes it a little difficult to hear that person who is yelling for you to "Watch out for that truck!!"



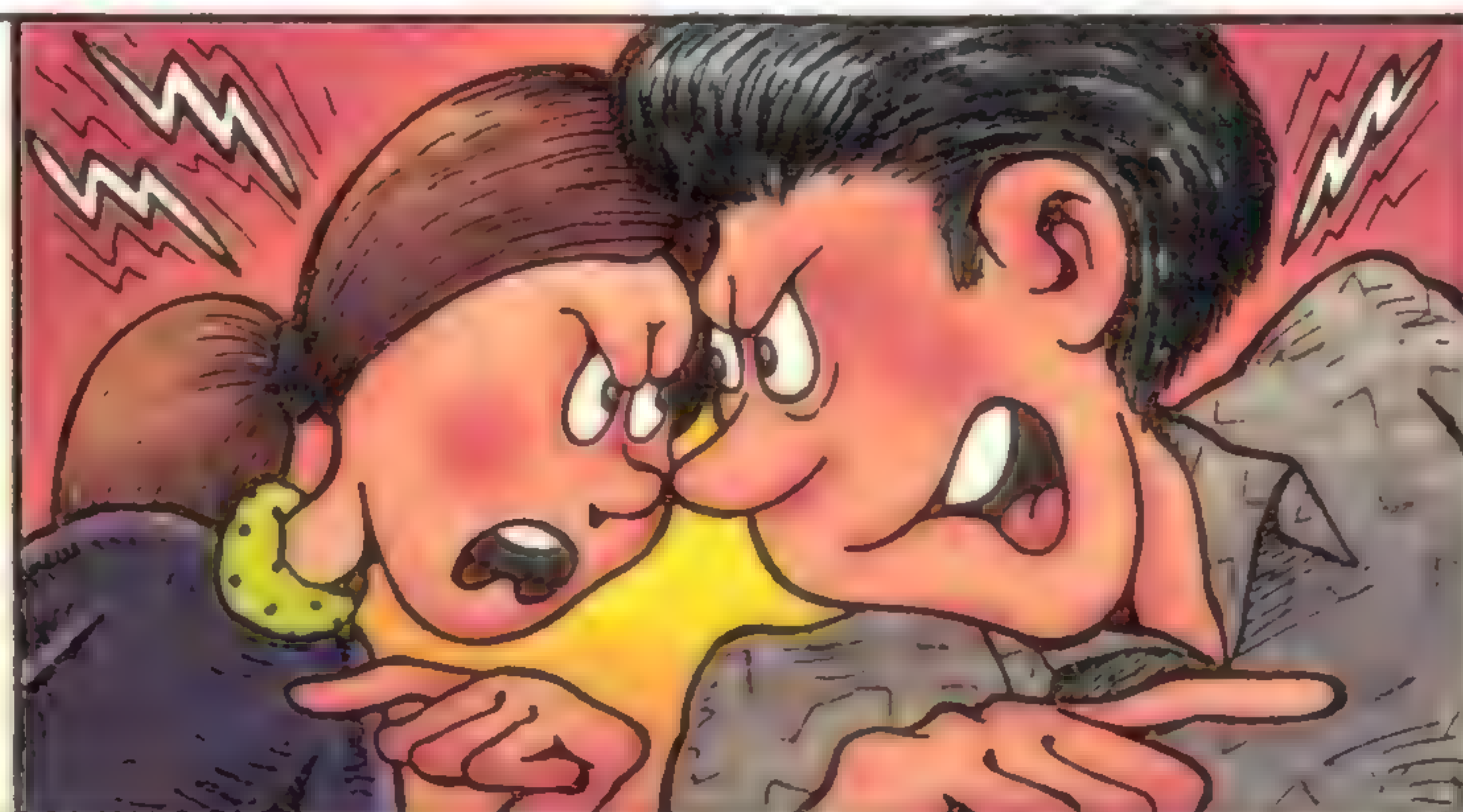
The '80s Wiz Kid Is Lucky to Have...

Great arcade games that let you get out of the house, forget about your homework, and show your friends how good you are.



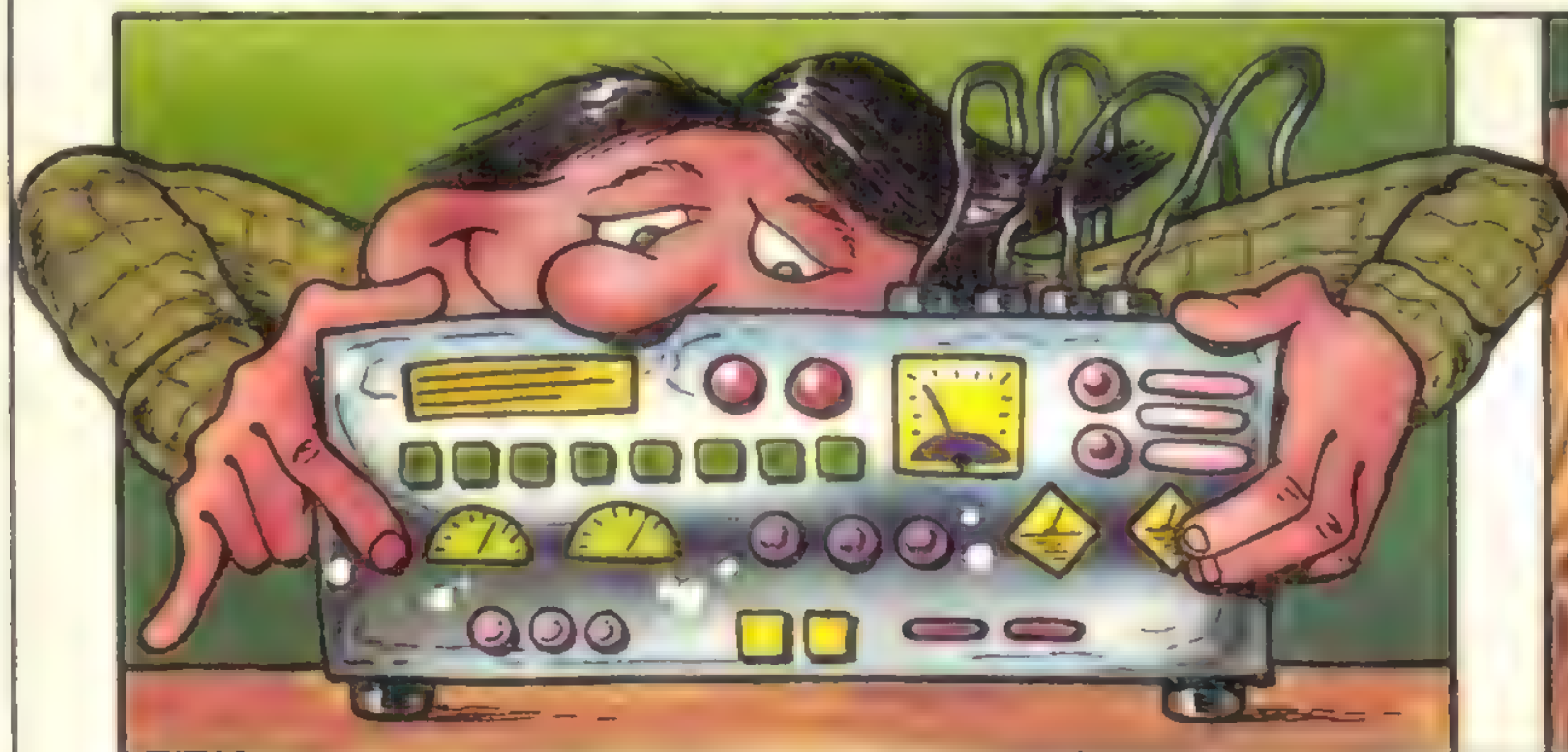
The Only Problem Is...

The battles over whether your parents will let you go to the arcade or not are a lot more exciting than the games themselves!



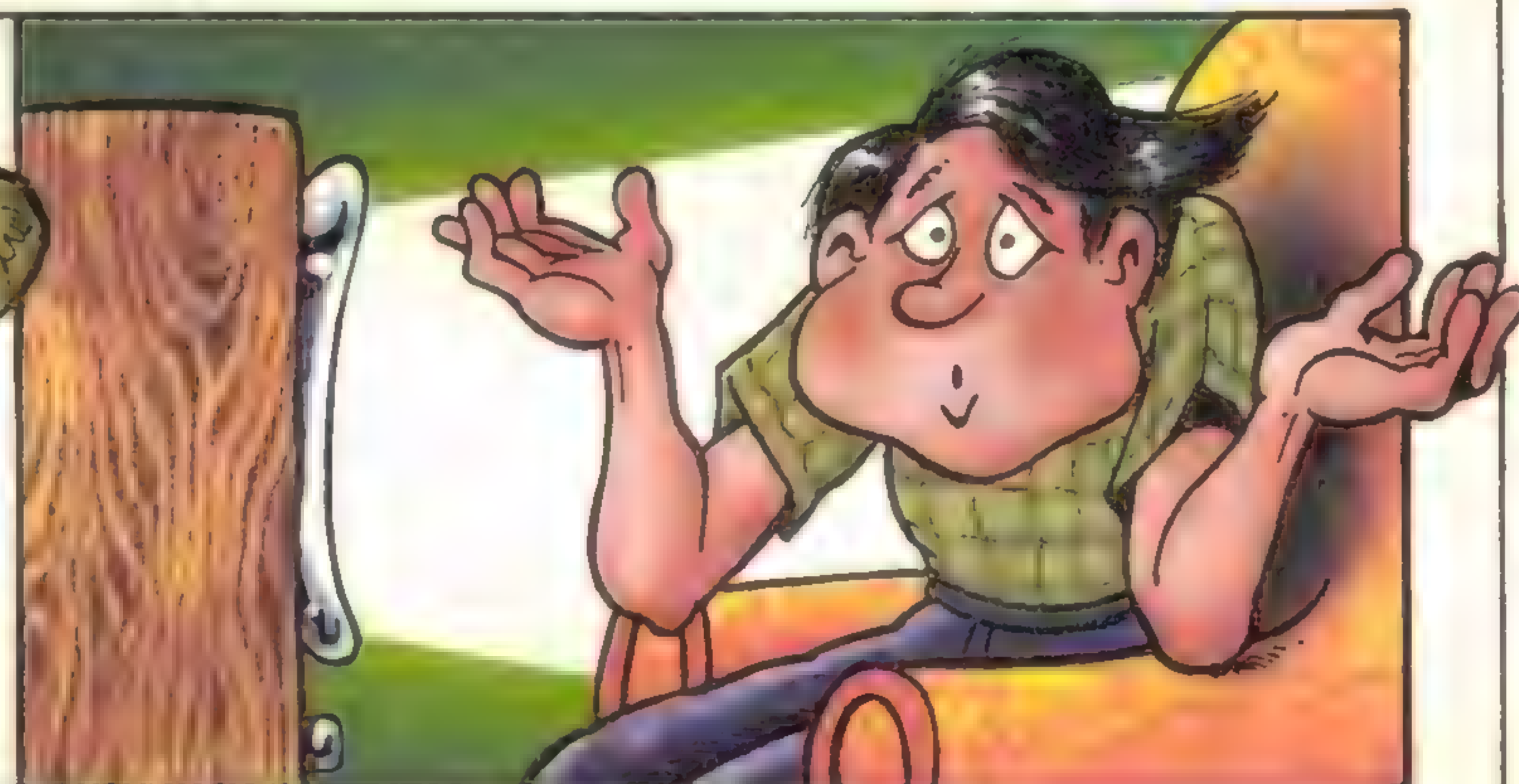
The '80s Wiz Kid Is Lucky to Have...

A video recorder that records up to eight hours, can be set two weeks in advance, and will record one show while you watch another.



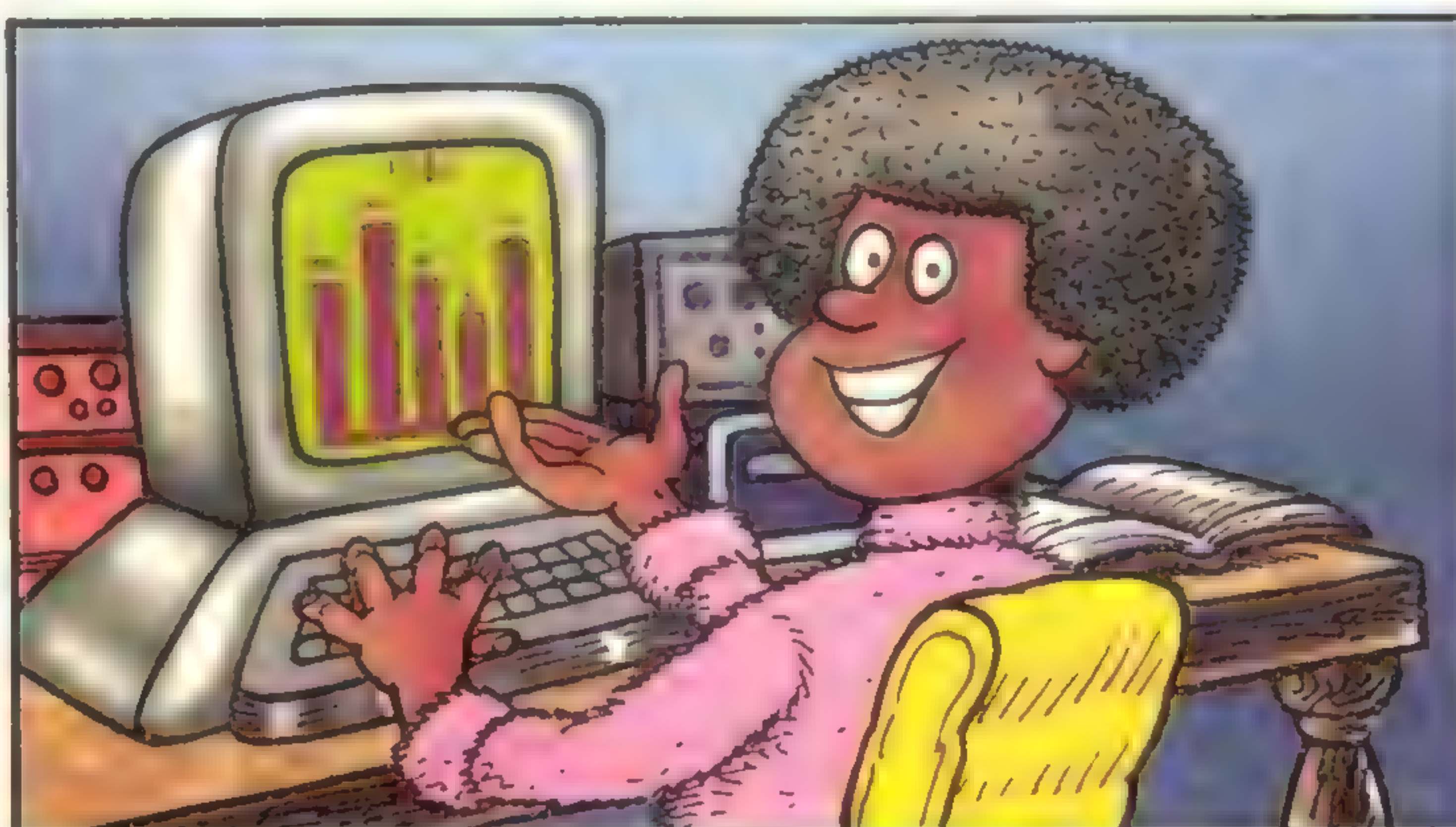
The Only Problem Is...

There's never anything you want to watch on TV!



The '80s Wiz Kid Is Lucky to Have...

A home computer that can control your family's finances, teach a foreign language, serve as an encyclopedia, and water your plants.



The Only Problem Is...

Everyone's too busy playing games on it to use it for anything useful!



DOUGLAS BYRNE

WILD GAME MAN

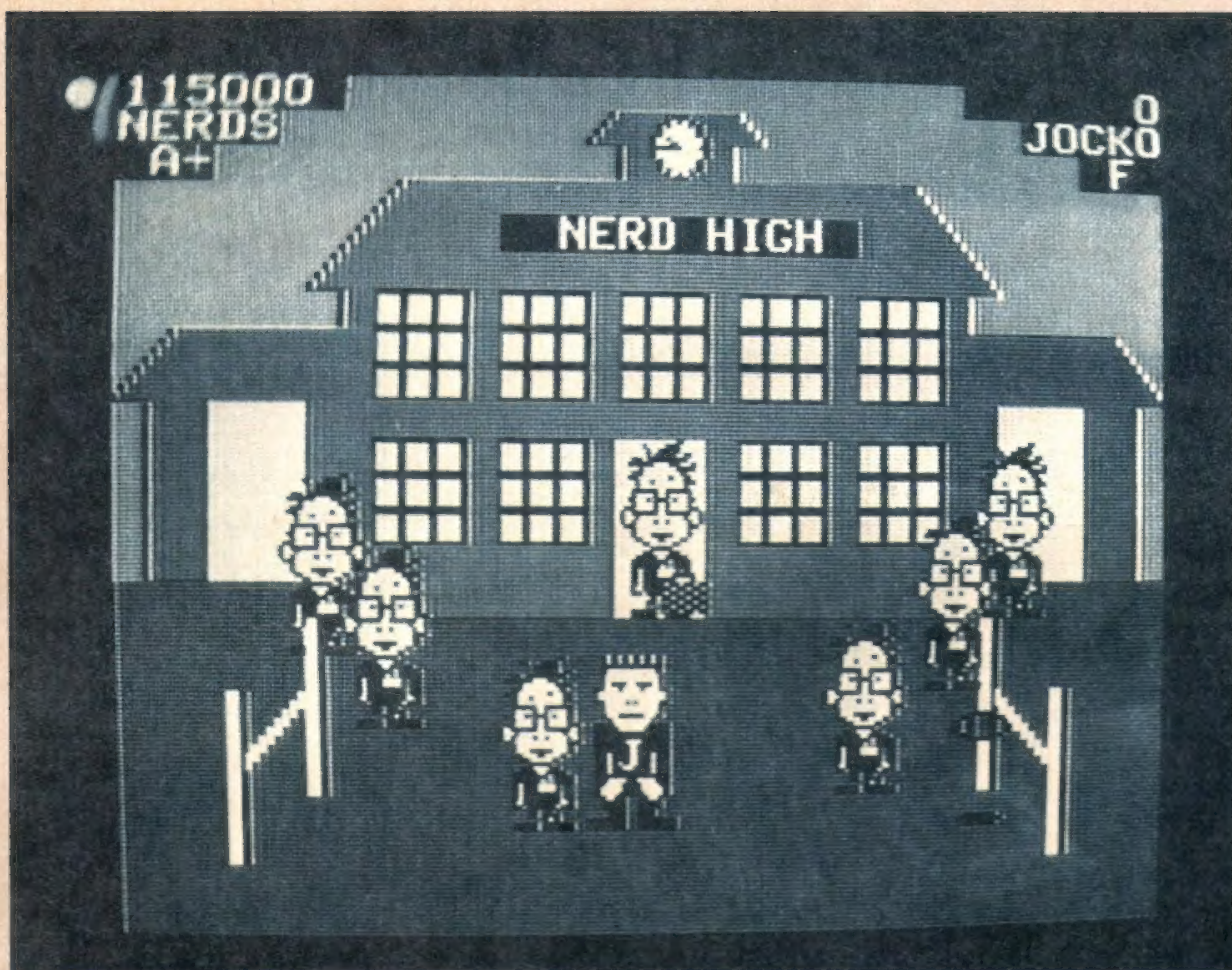
Jocko, the all-star athlete, has just been transferred to Nerd High. He wants to start a football team, but the school is full of Nerds who are not interested in football. Jocko decides to teach the Nerds about football, but the Nerds have their own games in mind. What follows is the goofiest football game you've ever seen!

Sounds funny, right? Is this the plot of a new TV show? A movie? No, it's the plot of a new computer game called **Nerd Alert™**. We've surely come a long way from the days when batting a little light across a TV screen was enough to keep game players happy. Douglas Byrne, who created **Nerd Alert™** for Scholastic Wizware, says today's games players want a game to be entertaining, challenging, realistic, and funny. Creating games that are funny, as well as fun to play, is Douglas Byrne's specialty. He is, after all, the inventor of **Mr.**

Meow, the first board game you can play with with your cat.

"The concept for **Mr. Meow** came to me while I was watching my cats staring out of the window of my apartment," Doug explained to *ARCADE*. "It occurred to me that cats are curious enough to sit still if they have something interesting to watch." So Doug decided the ultimate challenge would be to create a game interesting enough to keep an animal's attention. Then he made an amazing discovery! It seems that if you put something on a cat's paw it will just naturally





flip it off—this includes dice. To play **Mr. Meow**, cat and owner roll dice, move their pieces around a board to pick up mouse points, and try to avoid “cat-tastrophe cards,” which subtract points. What’s a typical cat-tastrophe? *Being caught eating plants* or *having to eat Strawberry Tuna cat food*. “My cat beats me frequently,” Doug admitted.

It takes a special kind of mind to think up a game like **Mr. Meow**. “Right, weird,” said Doug Byrne. “You have to be a little crazy to invent board games.”

Byrne was ten years old when he invented his first game, but he didn’t get into the game business until twenty years later. For a while, he was a member of a folk music group that performed mostly in mental hospitals. Then he ran an antique shop. “We specialized in worn-out gas pumps and fancy toilets.” He’s also a collector and has one of the biggest collections of lunch boxes anywhere. Right now, he’s working on a collection of rocks that look like toes. “It’s a tough collection,” he told us. “I found my first toe rock in 1975, and I haven’t seen one since.”

Doug got into the game business when he and a bunch of friends were snowed-in in Minnesota. To pass the time and amuse his friends, Doug invented a game called **Assassin**. “I’m totally nonviolent, and I’ve never owned a gun,” Doug assured us. Yet the point of **Assassin** is to try and kill off your competition—literally. “The game is guaranteed to offend everyone,” Doug said. Doug’s friends enjoyed the game so much that he decided to go into the game business. Right now his company, Southhold Game Corporation, has three board games on the market, **Mr. Meow**, **Assassin**, and **Penumbra**. “I saw the word penumbra in a dictionary and thought it would make a good title for a game. So I made up a game to go with it.”

After board games, computer games were the natural next step. One problem—Doug doesn’t know anything about computers! “Actually it was an advantage not knowing anything. I worked on **Nerd Alert**™ with a programmer, and I’d tell him: ‘I want to do this and this and this.’ Then he’d say: ‘That’s impossible. It can’t be done—but let me try.’ Nine

times out of ten we did the ‘impossible.’ If I had known more about computers I would have stopped myself before I began.

“I wanted **Nerd Alert**™ to be really difficult. I wanted it to be hard enough to challenge the best video game kid in the country. So unfortunately, we created a game that was too hard to play. Nobody could beat it. So we went back and changed some things. And we added three speeds so you can play it at a faster speed as you build up your skills.”

Nerd Alert™ has several unusual features for a computer game. Jocko, the main character, can move in front of or in back of any object. This gives the game a more realistic 3-D effect. And the characters aren’t just little blobs of light; they really look like Nerds! Then there’s the “Nerd Alert” itself, as Doug explained:

“Any time a Nerd carries a bottle into the science lab a Nerd Alert occurs. During a Nerd Alert, a Nerd enters the screen carrying a ticking football. Jocko must intercept the football and then kick it over the goalpost. At the same time, Nerds begin flooding the screen trying to prevent him from scoring—an event known as ‘Nerd Lock.’ If the Nerds succeed in blocking Jocko, the football deflates and Jocko turns into a Nerd—thus ending the game.”

Right, Doug, that’s clear.

As for the future, Doug says he has hundreds of games in his office and in his head. “But,” he admits, “some of them may be a little too weird—even for me!”

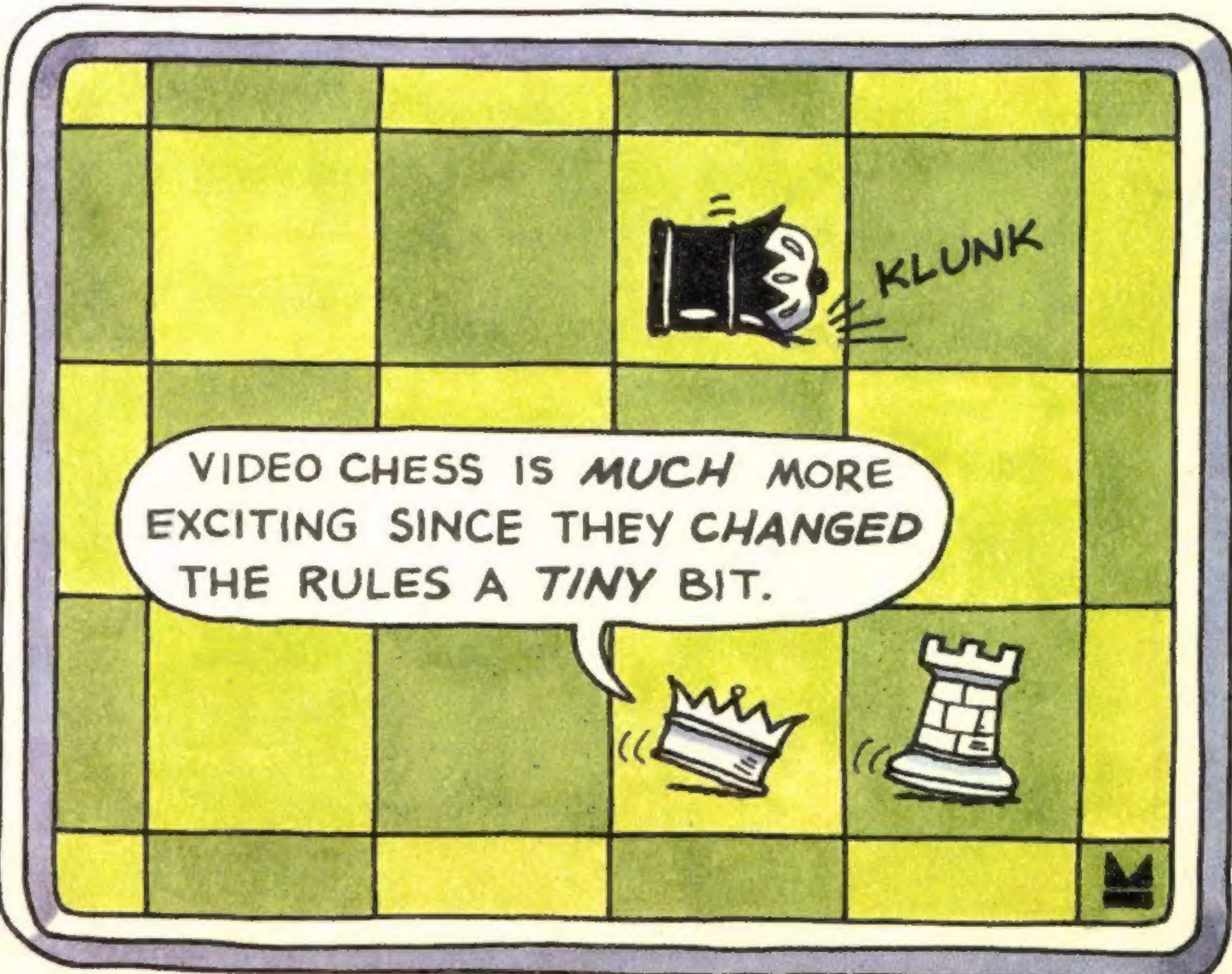
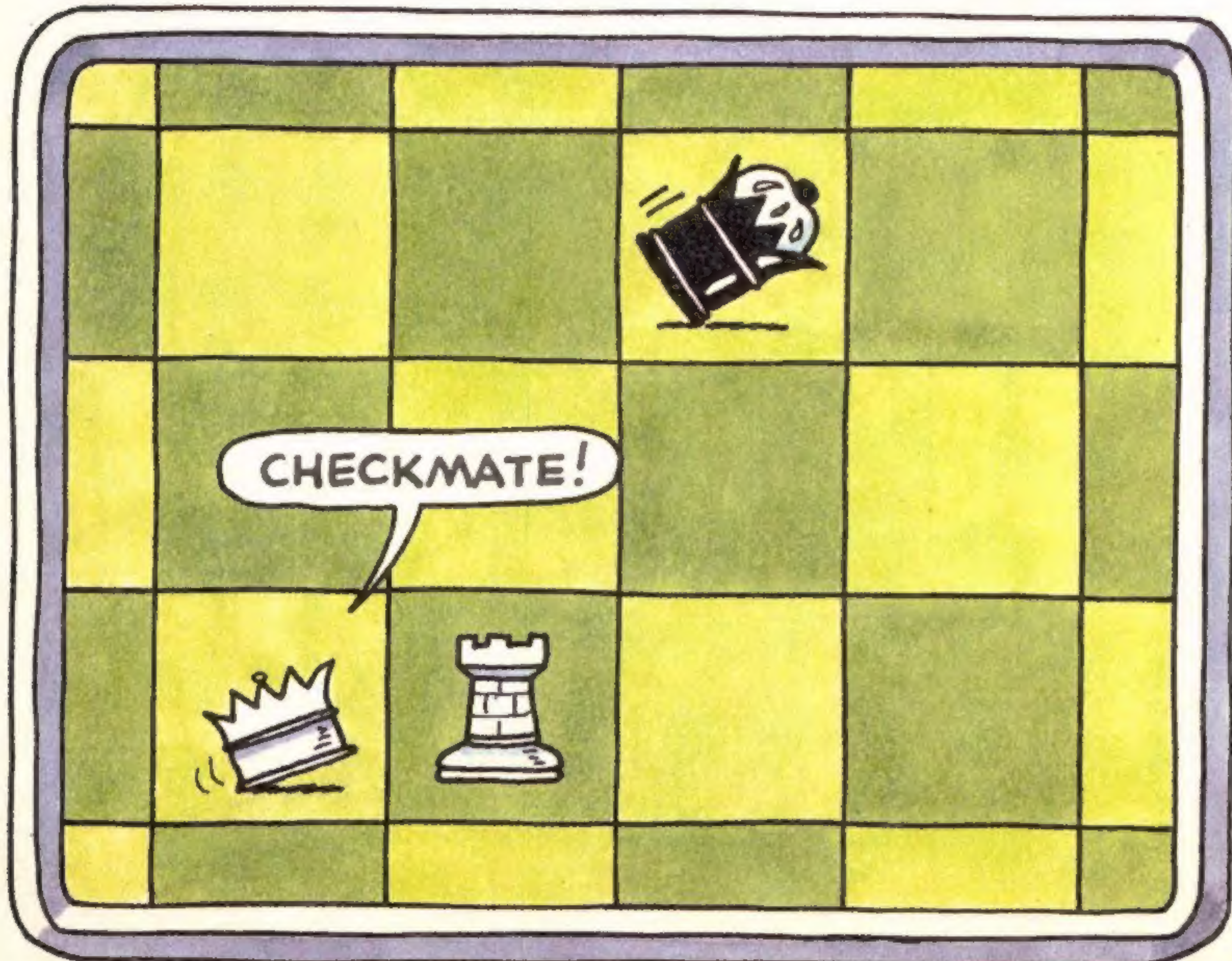
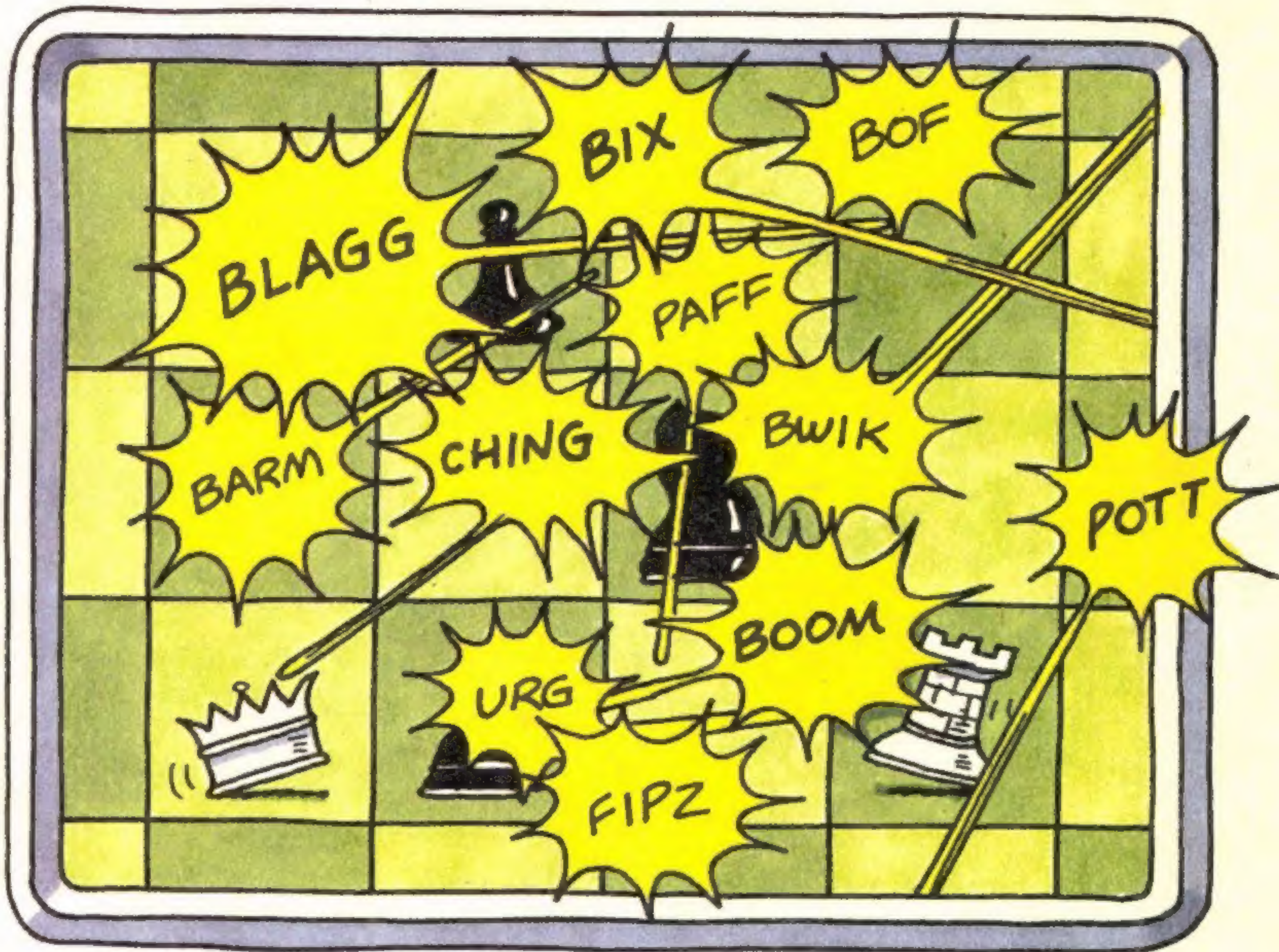
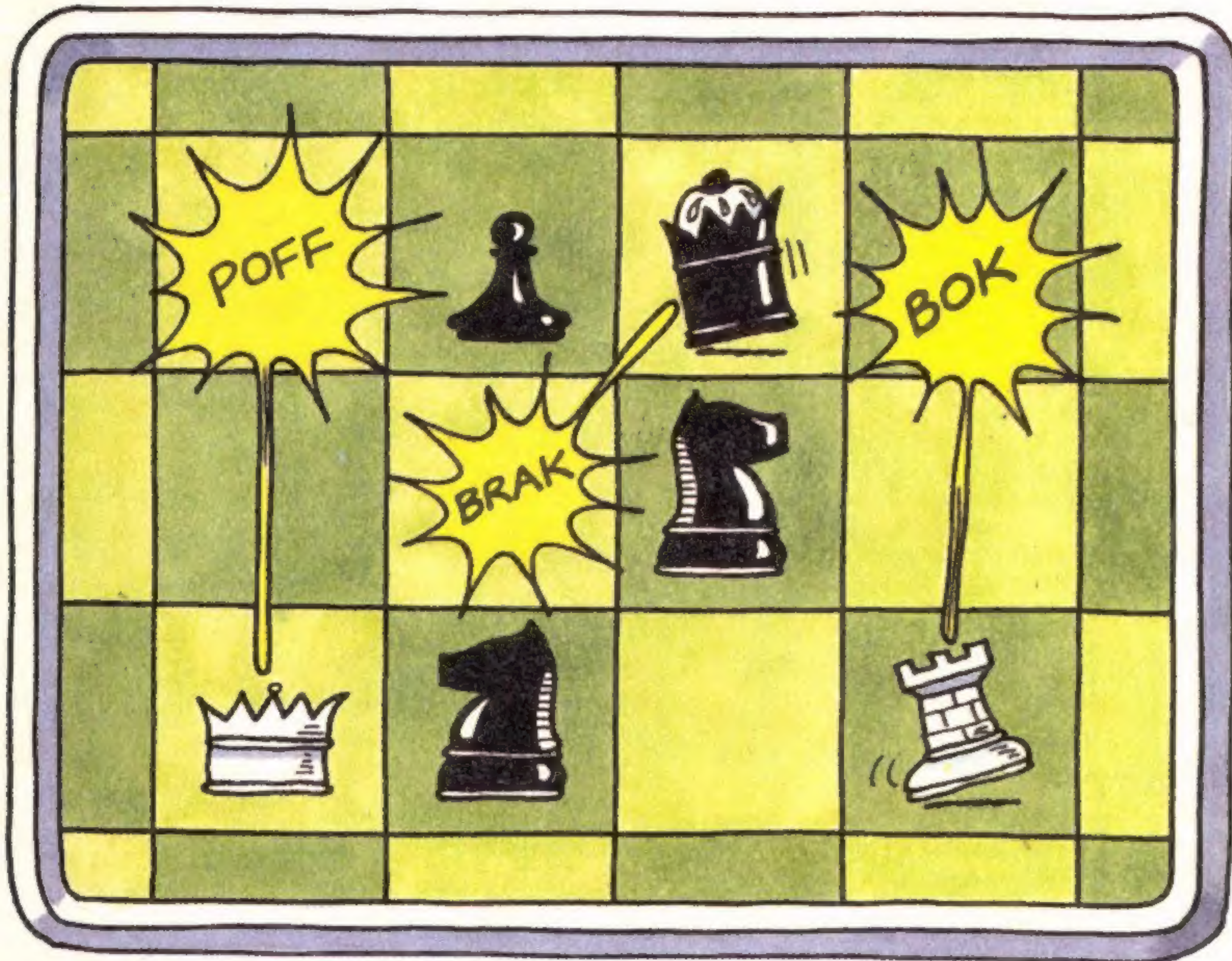
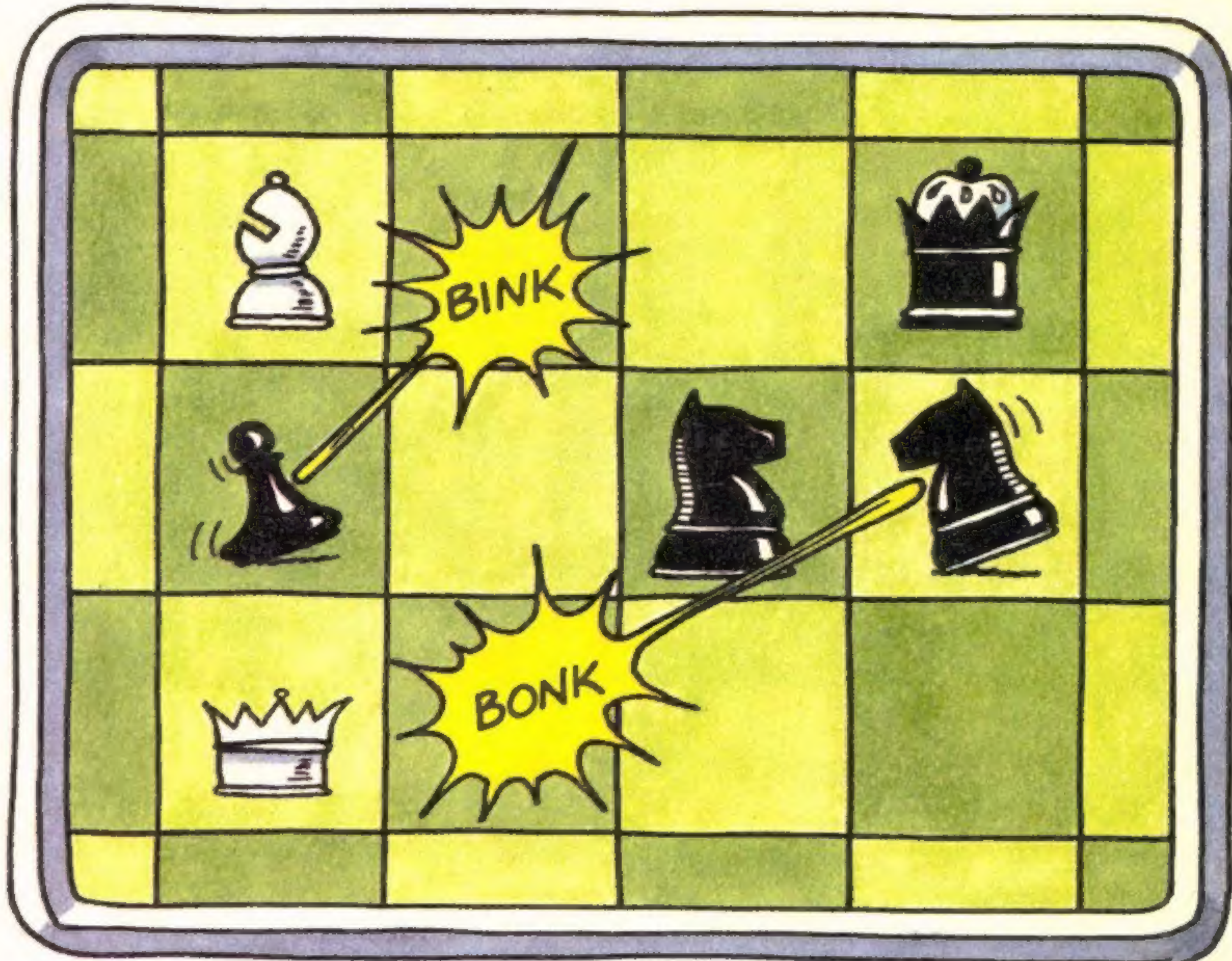
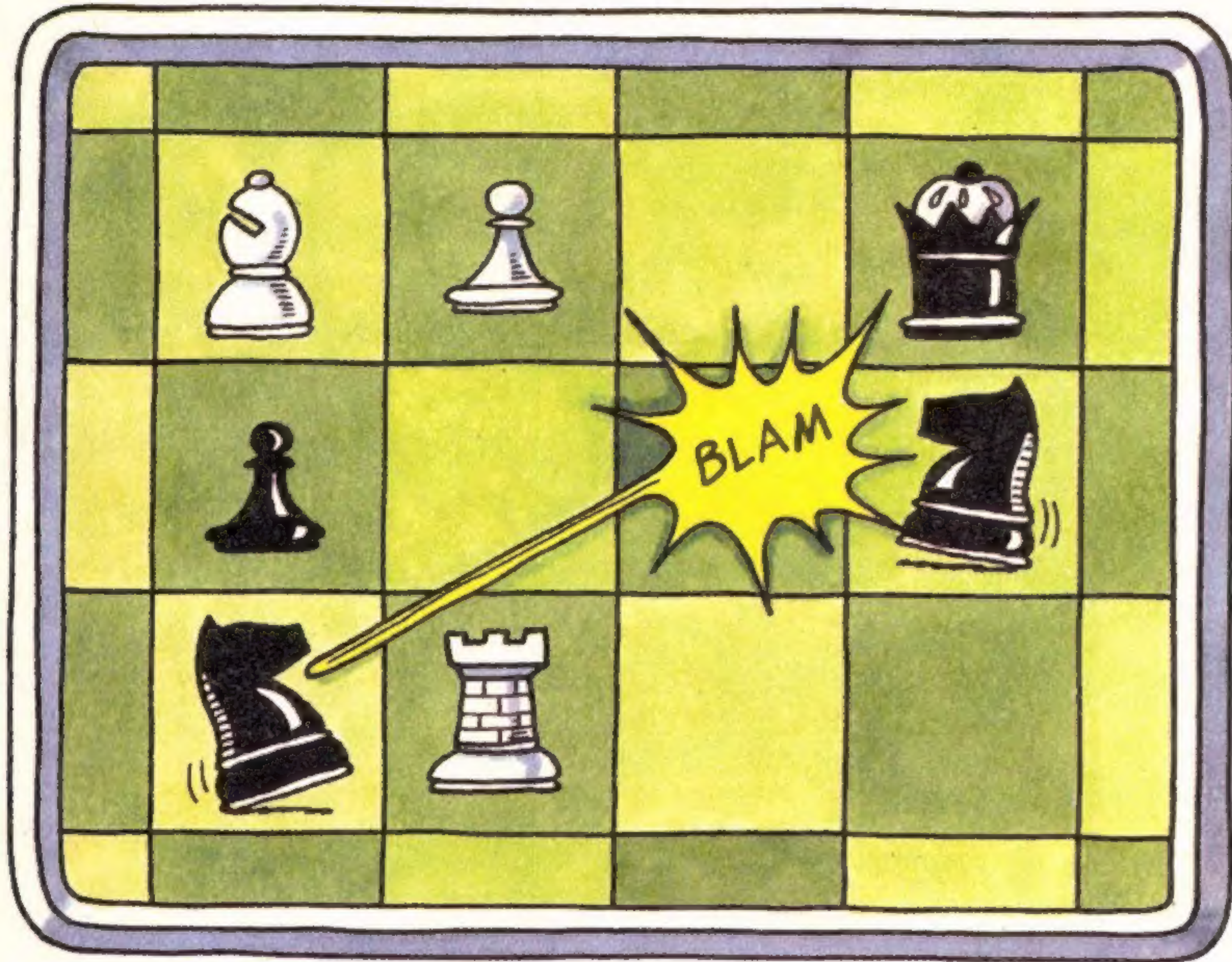
—Jane Stine

Hey, don’t be a nerd. Turn to page 15 and read about how you might be the lucky winner of a **Nerd Alert**™ game of your own!

BLIPS

Text/Jovial Bob Stine

Illustration/Pat Merrell



BE A WIZWARE WINNER! WIZWARE?

Wizware! A brand-new line of fun and learning software games from Scholastic. You can help us make Wizware even better and you can win a prize.

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Turtle Tracks: learn programming by creating drawings and songs with turtle graphics.

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1,000 first-prize winners will be drawn at random. And even if you don't win a game you still have a chance to win one of 10,000 3-D stickers.

Be sure to get your entry in by June 1, 1983. Winners will be notified by mail.

ENTRY BLANK

EDVZVC2

Name _____ Age _____ Grade _____

I am a ☐ boy, ☐ girl

Address _____

City _____ State _____ Zip _____

1. Do you have a computer in your home?
☐ yes, ☐ no.

2. If so, what kind? ☐ Apple 2 Plus, ☐ TI99/4A,
☐ Atari, ☐ Vic-20, ☐ TRS-80,
☐ Timex/Sinclair 1000, ☐ IBM-PC,
☐ other (what kind) _____.

3. Do you use the home computer? ☐ yes, ☐ no.
The last time you used it, what did you use it for?
☐ write your own programs,
☐ do your homework, ☐ play games,
☐ play pre-packaged programs.

4. Who uses the home computer? ☐ I do, by myself, ☐ only Dad, ☐ whole family.

5. How did you learn to use the home computer?
☐ in school, ☐ my parents taught me,
☐ by myself, ☐ brother/sister.

6. Do you buy pre-packaged programs? If you do, where do you buy them? ☐ order by mail,
☐ at bookstores, ☐ at KMart, ☐ at Department Stores. If you don't, why don't you?
☐ too boring, I'd rather do my own programming, ☐ I don't know where to buy them.

7. Do you have a Video Game Player?
☐ yes, ☐ no. If so, what kind? ☐ Atari 2600,
☐ Mattel, ☐ Intellivision, ☐ Colecovision,
☐ Odyssey, ☐ other _____.

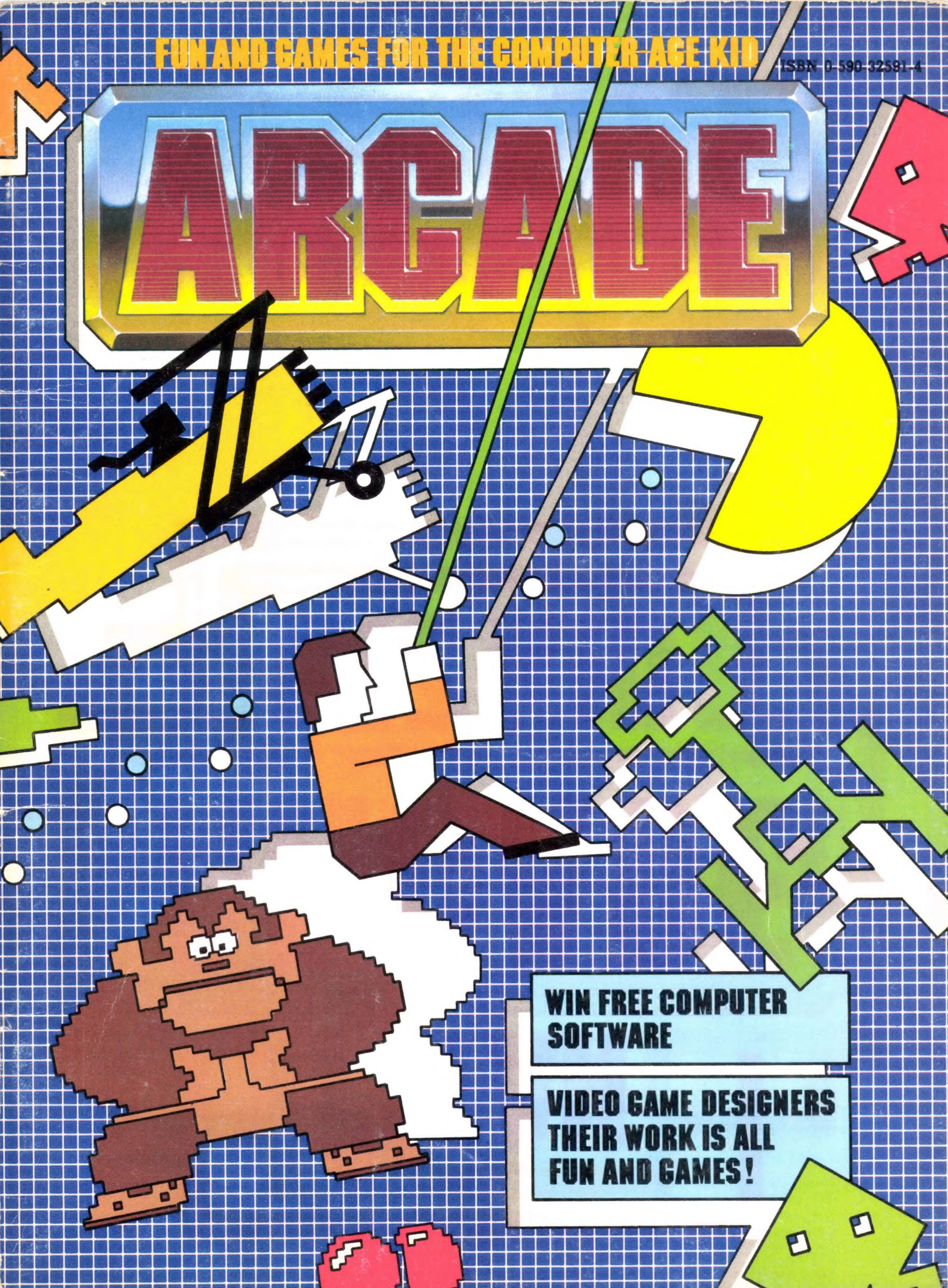
8. How many software packages do you own ____?
Are they ☐ games or ☐ learning packages?

Mail to: Scholastic/Wizware Contest
Attn: Bob Koffland
P.O. Box 1990
Jefferson City, Mo. 65102

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